IBM C/C++ Tools

S61G-1186-00

C++ Class Libraries Reference Summary

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How to Use this Reference Summary

This reference summary contains member function declarations for five class libraries that are included with the OS/2* C/C++ Tools:

- The Complex Library, one of the Standard Class Libraries
- The I/O Stream Library, one of the Standard Class Libraries
- The Task Library, one of the Standard Class Libraries
- The Collection Class Library
- The User Interface Class Library

The term “Standard Class Libraries” in this reference summary refers to the three class libraries developed by AT&T** and the UNIX** System Laboratories.

For each class library, the summary is divided into as many as four separate tables, one for each of the following categories of functions:

1. Constructors
2. Destructors, if there are any
3. Operators, if there are any
4. Other member functions

Each table entry contains two columns:

1. The first column shows the function declaration, with the name of the function shown in **special bold** font, and the argument names shown in *special italics* font. You can use names other than the argument names provided when you call the function. The argument names used in this summary are intended to indicate, wherever possible, the purpose of the arguments.
2. The second column shows the class or classes of which the function is a member.

Functions are sorted alphabetically within each category of constructors, destructors, operators and other member functions. Numeric characters are considered smaller than alphabetic characters for the sort, so that `I3StateCheckBox` would appear before `IContainerControl`.

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You can use the summary to look up functions whose names you know but whose arguments, return type, or exact spelling you are not sure of. If you want more information on the function, see the function description in the appropriate class library reference manual. You can find this description under the class or classes listed in the “Class” column of the table. Use the following manuals for information on the following libraries:

IBM C/C++ Tools: Standard Class Library Reference, S61G-1180, for information on the Complex, I/O Stream and Task Libraries.

IBM C/C++ Tools: Collection Class Library Reference, S61G-1178, for information on the Collection Class Library.

IBM C/C++ Tools: User Interface Class Library Reference, S61G-1179, for information on the User Interface Library.

Notes:

1. Functions with identical names may be provided by more than one class library. If you are reviewing or maintaining code and are uncertain which library a particular function belongs to, look the function up in all five sections of this summary and use the argument list, return type, and other information to determine which library the function belongs to.
2. Functions with identical names may also be provided by more than one class within a class library. Use the context in which the function is called to determine the function's class.

Complex Library

Constructors

Member Function	Class
c_exception (char **exceptionName*, const complex& *Arg1*, const complex& *Arg2* = complex_zero);	c_exception
complex ( );	complex
complex (double real, double imaginary= .);	complex

Operators

Member Function	Class
ostream& **operator <<** (ostream& *os*, complex *c*);	complex
friend complex **operator +** (complex *x*, complex *y*);	complex
void **operator +=** (complex *x*);	complex
friend int **operator !=** (complex *x*, complex *y*);	complex
friend complex **operator *** (complex *x*, complex *y*);	complex
void **operator *=** (complex *x*);	complex
friend complex **operator -** (complex *x*);	complex
friend complex **operator -** (complex *x*, complex *y*);	complex
void **operator -=** (complex *x*);	complex
friend complex **operator /** (complex *x*, complex *y*);	complex
void **operator /=** (complex *x*);	complex
istream& **operator >>** (istream& *is*, complex& *c*);	complex
friend int **operator ==** (complex *x*, complex *y*);	complex

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Other Member Functions

Member Function	Class
friend double **abs** (complex *x*);	complex
friend double **arg** (complex *x*);	complex
friend int **complex_error** (c_exception& *ce*);	complex
friend complex **conj** (complex *x*);	complex
friend complex **cos** (complex *x*);	complex
friend complex **cosh** (complex *x*);	complex
friend complex **exp** (complex *x*);	complex
friend double **imag** (const complex& x);	complex
friend complex **log** (complex *x*);	complex
friend double **norm** (complex *x*);	complex
friend complex **polar** (double *a*, double *b*=);	complex
friend complex **pow** (complex *c*, complex *z*);	complex
friend complex **pow** (complex *c*, double *d*);	complex
friend complex **pow** (complex *c*, int *i*);	complex
friend complex **pow** (double *d*, complex *z*);	complex
friend double **real** (const complex& x);	complex
friend complex **sin** (complex *x*);	complex
friend complex **sinh** (complex *x*);	complex
friend complex **sqrt** (complex *x*);	complex

I/O Stream Library

Constructors

Member Function	Class
filebuf ( );	filebuf
filebuf (int *fileDescriptor*);	filebuf
filebuf (int *fileDescriptor*, char* *startPos*, int *len*);	filebuf
fstream ( );	fstream
fstream (const char* *fileName*, int *mode*, int *prot*=filebuf::openprot);	fstream
fstream (int *fileDescriptor*);	fstream
fstream (int *fileDescriptor*, char* *bufPos*, int *len*);	fstream
ifstream ( );	ifstream
ifstream (const char* *fileName*, int *mode*=ios::in, int *prot*=filebuf&	ifstream
ifstream (int *fileDescriptor*);	ifstream
ifstream (int *fileDescriptor*, char* *bufPos*, int *len*);	ifstream
protected:**ios** ( );	ios
public:**ios** (streambuf* *sb*);	ios
iostream (streambuf* *sb*);	iostream
iostream_withassign ( );	iostream_withassign
istream (streambuf* *sb*);	istream
istream_withassign ( );	istream_withassign
istrstream (char* *characterPointer*);	istrstream
istrstream (char* *characterPointer*, int *len*);	istrstream
istrstream (const char* *characterPointer*);	istrstream
istrstream (const char* *characterPointer*, int *len*);	istrstream
istrstream (const signed char* *characterPointer*);	istrstream
istrstream (const signed char* *characterPointer*, int *len*);	istrstream
istrstream (const unsigned char* *characterPointer*);	istrstream
istrstream (const unsigned char* *characterPointer*, int *len*);	istrstream
istrstream (signed char* *characterPointer*);	istrstream
istrstream (signed char* *characterPointer*, int *len*);	istrstream
istrstream (unsigned char* *characterPointer*);	istrstream
istrstream (unsigned char* *characterPointer*, int *len*);	istrstream
ofstream ( );	ofstream

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I/O Stream Library - Destructors

Member Function	Class
ofstream (const char* *fileName*, int *mode*=ios::out, int *prot*=filebuf::openprot);	fstream
ofstream (int *fileDescriptor*);	ofstream
ofstream (int *fileDescriptor*, char* *bufPos*, int *len*);	ofstream
ostream (streambuf* *sb*);	ostream
ostream_withassign ( );	ostream_withassign
ostrstream ( );	ostrstream
ostrstream (char* *characterPointer*, int *len*, int *mode* = ios::out);	ostrstream
ostrstream (signed char* *characterPointer*, int *len*, int *mode* = ios::out);	ostrstream
ostrstream (unsigned char* *characterPointer*, int *len*, int *mode* = ios::out);	ostrstream
stdiobuf (FILE* *file*);	stdiobuf
stdiostream (FILE* *file*);	stdiostream
public:**streambuf** (char* *buffer*, int *len*, int *c*);	streambuf
streambuf (public: char* *buffer*, int *len*);	streambuf
public: **streambuf** ( );	streambuf
strstream ( );	strstream
strstream (char* *characterPointer*, int *len*, int *mode*);	strstream
strstream (signed char* *characterPointer*, int *len*, int *mode*);	strstream
strstream (unsigned char* *characterPointer*, int *len*, int *mode*);	strstream
strstreambuf ( );	strstreambuf
strstreambuf (char* *startPos*, int *len*, char* *putPos*);	strstreambuf
strstreambuf (int *bufSize*);	strstreambuf
strstreambuf (signed char* *startPos*, int *len*, signed char* *putPos*);	strstreambuf
strstreambuf (unsigned char* *startPos*, int *len*, unsigned char* *putPos*);	strstreambuf
strstreambuf (void* (**alloc*) (long), void(**free*)(void*));	strstreambuf

Destructors

Member Function	Class
~**filebuf** ( );	filebuf
~**istrstream** ( );	istrstream
~**ostrstream** ( );	ostrstream
~**stdiobuf** ( );	stdiobuf
virtual ~**streambuf** ( );	streambuf public interface
~**strstream** ( );	strstream
~**strstreambuf** ( );	strstreambuf

Operators

Member Function	Class
ostream& **operator <<** (char *character*);	ostream
ostream& **operator <<** (const char* *characterPointer*);	ostream
ostream& **operator <<** (const signed char* *characterPointer*);	ostream
ostream& **operator <<** (const unsigned char* *characterPointer*);	ostream
ostream& **operator <<** (double *doubleValue*);	ostream
ostream& **operator <<** (float *floatValue*);	ostream
ostream& **operator <<** (int *integralValue*);	ostream
ostream& **operator <<** (long *integralValue*);	ostream
ostream& **operator <<** (long double *doubleValue*);	ostream
ostream& **operator <<** (short *integralValue*);	ostream
ostream& **operator <<** (signed char *character*);	ostream
ostream& **operator <<** (streambuf* *sb*);	ostream
ostream& **operator <<** (unsigned char *character*);	ostream
ostream& **operator <<** (unsigned int *integralValue*);	ostream
ostream& **operator <<** (unsigned long *integralValue*);	ostream
ostream& **operator <<** (unsigned short *integralValue*);	ostream
ostream& **operator <<** (void* *pointerToVoid*);	ostream
ostream& **operator <<** (wchar_t *wchar*);	ostream
ostream& **operator <<** (wchar_t* *wcharPointer*);	ostream
int **operator !** ( ) const;	ios
operator const void* ( ) const;	ios
operator void* ( );	ios
istream& **operator >>** (char& *characterRef*);	istream
istream& **operator >>** (char* *characterPointer*);	istream
istream& **operator >>** (double& *doubleRef*);	istream
istream& **operator >>** (float& *floatRef*);	istream
istream& **operator >>** (int& *intRef*);	istream
istream& **operator >>** (long double& *doubleRef*);	istream
istream& **operator >>** (long& *intRef*);	istream
istream& **operator >>** (short& *intRef*);	istream
istream& **operator >>** (signed char& *characterRef*);	istream
istream& **operator >>** (signed char* *characterPointer*);	istream
istream& **operator >>** (streambuf* *sb*);	istream
istream& **operator >>** (unsigned char& *characterRef*);	istream
istream& **operator >>** (unsigned char* *characterPointer*);	istream

I/O Stream Library - Other Member Functions

Member Function	Class
`istream&` **operator >>** `( unsigned int&` *intRef* `);`	`istream`
`istream&` **operator >>** `( unsigned long&` *intRef* `);`	`istream`
`istream&` **operator >>** `( unsigned short&` *intRef* `);`	`istream`
`istream&` **operator >>** `( wchar_t&` *wcharRef* `);`	`istream`
`istream&` **operator >>** `( wchar_t*` *wcharPointer* `);`	`istream`
`istream_withassign&` **operator =** `( istream&` *is* `);`	`istream_withassign`
`ostream_withassign&` **operator =** `( ostream&` *os* `);`	`ostream_withassign`
`iostream_withassign&` **operator =** `( streambuf*` *sb* `);`	`iostream_withassign`
`istream_withassign&` **operator =** `( streambuf*` *sb* `);`	`istream_withassign`
`ostream_withassign&` **operator =** `( streambuf*` *sb* `);`	`ostream_withassign`

Other Member Functions

*** Note:** Functions with an entry in the class column of "None*" are parameterized manipulators and are not members of any class. For further information see Chapter 17, "Manipulators," in the *Standard Class Library Reference*.

Member Function	Class
`int` **allocate** `( );`	`streambuf` protected interface
`filebuf*` **attach** `( int` *fileDescriptor* `);`	`filebuf`
`void` **attach** `( int` *fileDescriptor* `);`	`fstreambase`
`int` **bad** `( ) const;`	`ios`
`char*` **base** `( );`	`streambuf` protected interface
`static long` **bitalloc** `( );`	`ios`
`int` **blen** `( ) const;`	`streambuf` protected interface
`void` **clear** `( int` *state*`= );`	`ios`
`filebuf*` **close** `( );`	`filebuf`
`void` **close** `( );`	`fstreambase`
`void` **dbp** `( );`	`streambuf` protected interface
`ios&` **dec** `( ios& );`	`istream, ostream`
`virtual int` **doallocate** `( );`	`streambuf` protected interface `strstreambuf`
`char*` **eback** `( );`	`streambuf` protected interface
`char*` **ebuf** `( );`	`streambuf` protected interface
`char*` **egptr** `( );`	`streambuf` protected interface
`ostream&` **endl** `( ostream& i );`	`ostream`

I/O Stream Library - Other Member Functions

Member Function	Class
`ostream&` **ends** `( ostream& i );`	`ostream`
`int` **eof** `( ) const;`	`ios`
`char*` **epptr** `( );`	`streambuf` protected interface
`int` **fail** `( ) const;`	`ios`
`int` **fd** `( );`	`filebuf`
`char` **fill** `( ) const;`	`ios`
`char` **fill** `( char` *fillChar* `);`	`ios`
`long` **flags** `( ) const;`	`ios`
`long` **flags** `( long` *flagSet* `);`	`ios`
`ostream&` **flush** `( );`	`ostream`
`ostream&` **flush** `( ostream& );`	`ostream`
`void` **freeze** `( int` *nonAuto*`=1 );`	`strstreambuf`
`void` **gbump** `( int` *offset* `);`	`streambuf` protected interface
`int` **gcount** `( );`	`istream`
`int` **get** `( );`	`istream`
`istream&` **get** `( char&` *characterRef* `);`	`istream`
`istream&` **get** `( char*` *characterPointer*`, int` *len*`, char` *delim*`='\n' );`	`istream`
`istream&` **get** `( signed char&` *characterRef* `);`	`istream`
`istream&` **get** `( signed char*` *characterPointer*`, int` *len*`, char` *delim*`='\n' );`	`istream`
`istream&` **get** `( streambuf&` *sb*`, char` *delim*`='\n' );`	`istream`
`istream&` **get** `( unsigned char&` *characterRef* `);`	`istream`
`istream&` **get** `( unsigned char*` *characterPointer*`, int` *len*`, char` *delim*`='\n' );`	`istream`
`istream&` **get** `( wchar_t&` *wcharRef* `);`	`istream`
`istream&` **getline** `( char*` *characterPointer*`, int` *len*`, char` *delim*`='\n' );`	`istream`
`istream&` **getline** `( signed char*` *characterPointer*`, int` *len*`, char` *delim*`='\n' );`	`istream`
`istream&` **getline** `( unsigned char*` *characterPointer*`, int` *len*`, char` *delim*`='\n' );`	`istream`
`int` **good** `( ) const;`	`ios`
`char*` **gptr** `( );`	`streambuf` protected interface
`ios&` **hex** `( ios& );`	`istream, ostream`
`istream&` **ignore** `( int` *charactersToDiscard*`=1, int` *delim*`=EOF );`	`istream`
`int` **in_avail** `( );`	`streambuf` public interface
`protected:` **init** `( streambuf*` *sb* `);`	`ios`
`int` **ipfx** `( int` *charactersNeeded*`= );`	`istream`
`int` **is_open** `( );`	`filebuf`
`long&` **iword** `( int` *userDefinedFlagNum* `);`	`ios`
`ios&` **oct** `( ios& );`	`istream, ostream`
`filebuf*` **open** `( char*` *fileName*`, int` *openMode*`, int` *prot*`=openprot );`	`filebuf`
`void` **open** `( const char*` *fileName*`, int` *mode*`, int` *prot*`=filebuf::openprot );`	`fstream, ofstream`

I/O Stream Library - Other Member Functions

Member Function	Class
`void` **open** `( const char*` *fileName*`, int` *mode*`=ios::in, int` *prot*`=filebuf::openprot );`	ifstream
`int` **opfx** `( );`	ostream
`void` **osfx** `( );`	ostream
`int` **out_waiting** `( );`	streambuf public interface
`virtual int` **overflow** `( int` *characterToPut* `= EOF );`	streambuf protected interface
`virtual int` **overflow** `( int` *characterToPut* `);`	strstreambuf
`virtual int` **pbackfail** `( int c );`	streambuf protected interface
`char*` **pbase** `( );`	streambuf protected interface
`void` **pbump** `( int` *offset* `);`	streambuf protected interface
`int` **pcount** `( );`	ostrstream
`int` **peek** `( );`	istream
`char*` **pptr** `( );`	streambuf protected interface
`int` **precision** `( ) const;`	ios
`int` **precision** `( int` *prec* `);`	ios
`ostream&` **put** `( char` *character* `);`	ostream
`istream&` **putback** `( char` *character* `);`	istream
`void* &` **pword** `( int` *userDefinedFlagNum* `);`	ios
`filebuf*` **rdbuf** `( );`	fstream, ifstream, ofstream
`stdiobuf*` **rdbuf** `( );`	stdiostream
`streambuf*` **rdbuf** `( );`	ios
`strstreambuf*` **rdbuf** `( );`	strstreambase
`int` **rdstate** `( ) const;`	ios
`istream&` **read** `( char*` *destString*`, int` *numChars* `);`	istream
`istream&` **read** `( signed char*` *destString*`, int` *numChars* `);`	istream
`istream&` **read** `( unsigned char*` *destString*`, int` *numChars* `);`	istream
`SMANIP(long)` **resetiosflags** `( long` *flags* `);`	None*
`int` **sbumpc** `( );`	streambuf public interface
`istream&` **seekg** `( streamoff` *so*`, ios::seek_dir` *dir* `);`	istream
`istream&` **seekg** `( streampos` *sp* `);`	istream
`virtual streampos` **seekoff** `( streamoff` *so*`, ios::seek_dir` *dir*`, int` *mode* `);`	strstreambuf
`virtual streampos` **seekoff** `( streamoff` *so*`, seek_dir` *dir*`, int` *mode* `= ios::in|ios::out );`	streambuf protected interface
`streampos` **seekoff** `( streamoff` *so*`, seek_dir` *sd*`, int` *omode* `);`	filebuf
`ostream&` **seekp** `( streamoff` *so*`, ios::seek_dir` *dir* `);`	ostream
`ostream&` **seekp** `( streampos` *sp* `);`	ostream
`virtual streampos` **seekpos** `( streampos` *pos*`, int` *mode* `= ios::in|ios::out );`	streambuf protected interface
`void` **setb** `( char*` *startBuf*`, char*` *endBuf*`, int` *delBuf* `= );`	streambuf protected interface
`SMANIP(int)` **setbase** `( int` *base* `);`	None*
`virtual streambuf*` **setbuf** `( char*` *characterPointer*`, int` *len* `);`	streambuf protected interface

I/O Stream Library - Other Member Functions

Member Function	Class
`streambuf*` **setbuf** `( char* characterPointer, int len, int count );`	`streambuf` protected interface
`streambuf*` **setbuf** `( char* pbegin, int len );`	`filebuf`
`void` **setbuf** `( char* pbegin, int len );`	`fstreambase`
`streambuf*` **setbuf** `( unsigned char* characterPointer, int len );`	`streambuf` protected interface
`virtual streambuf*` **setbuf** `( , int bufsize );`	`strstreambuf`
`long` **setf** `( long flagsToSet );`	`ios`
`long` **setf** `( long flagsToSet, long flagsToClear );`	`ios`
`SMANIP(int)` **setfill** `( int fill );`	None*
`void` **setg** `( char* startPut, char* getStart, char* getEnd );`	`streambuf` protected interface
`SMANIP(long)` **setiosflags** `( long flags );`	None*
`void` **setp** `( char* startPut, char* endPut );`	`streambuf` protected interface
`SMANIP(int)` **setprecision** `( int prec );`	None*
`SMANIP(int)` **setw** `( int width );`	None*
`int` **sgetc** `( );`	`streambuf` public interface
`int` **sgetn** `( char* getPointer, int numChars );`	`streambuf` public interface
`int` **skip** `( int skipWSOnOff );`	`ios`
`int` **snextc** `( );`	`streambuf` public interface
`int` **sputbackc** `( char character );`	`streambuf` public interface
`int` **sputc** `( int character );`	`streambuf` public interface
`int` **sputn** `( const char* characterPointer, int charactersToStore );`	`streambuf` public interface
`FILE*` **stdiofile** `( );`	`stdiobuf`
`void` **stossc** `( );`	`streambuf` public interface
`char*` **str** `( );`	`ostrstream, strstream, strstreambuf`
`int` **sync** `( );`	`filebuf, istream`
`virtual int` **sync** `( );`	`streambuf` protected interface
`static void` **sync_with_stdio** `( );`	`ios`
`streampos` **tellg** `( );`	`istream`
`streampos` **tellp** `( );`	`ostream`
`ostream*` **tie** `( );`	`ios`
`ostream*` **tie** `( ostream* os );`	`ios`
`void` **unbuffered** `( int bufferState );`	`streambuf` protected interface
`virtual int` **underflow** `( );`	`streambuf` protected interface `strstreambuf`
`long` **unsetf** `( long flagsToClear );`	`ios`
`int` **width** `( ) const;`	`ios`
`int` **width** `( int formatStateFieldWidth );`	`ios`
`ostream&` **write** `( const char* characterPointer, int charactersToWrite );`	`ostream`

I/O Stream Library - Other Member Functions

Member Function	Class
`ostream&` **write** `( const signed char*` *characterPointer*`, int` *charactersToWrite* `);`	`ostream`
`ostream&` **write** `( const unsigned char*` *characterPointer*`, int` *charactersToWrite* `);`	`ostream`
`istream&` **ws** `( istream& );`	`istream`
`static int` **xalloc** `( );`	`ios`

Task Library

Constructors

Member Function	Class
erand (int *mean*);	erand
histogram (int *numberOfBins*=16, int *left*= , int *right*=16);	histogram
Interrupt_alerter ( );	Interrupt_alerter
Interrupt_handler (int *sig*);	Interrupt_handler
object ( );	object
qhead (qmodetype *qm*= WMODE, int *size*=1);	qhead
qtail (qmodetype *qm*= WMODE, int size=1);	qtail
randint (long *seed*=);	randint
task (char* *name* = , modetype *mode* = DEFAULT_MODE, int *stacksize* = SIZE);	task
timer (long *wait_time*);	timer
urand (int *low*, int *high*);	urand

Destructors

Member Function	Class
~**Interrupt_alerter** ( );	Interrupt_alerter
~**Interrupt_handler** ( );	Interrupt_handler

Other Member Functions

Member Function	Class
void **add** (int *binNum*);	histogram
void **alert** ( );	object
void **cancel** (int *ret_val*);	sched, task
qhead* **cut** ( );	qhead
qtail* **cut** ( );	qtail

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Task Library - Other Member Functions

Member Function	Class
`void` **delay** `( long` *interval* `);`	task
`int` **dont_wait** `( );`	sched
`int` **draw** `( );`	erand, randint, urand
`typedef int (*PFIO) (int, object*);` `static PFIO` **error_fct**`;`	object
`typedef void (*PFV) ();` `static PFV` **exit_fct**`;`	sched
`float` **fdraw** `( );`	randint
`void` **forget** `( task*` *tsk* `);`	object
`object*` **get** `( );`	qhead
`static long` **get_clock** `( );`	sched
`static int` **get_exit_status** `( );`	sched
`sched*` **get_priority_sched** `( );`	sched
`static sched*` **get_run_chain** `( );`	sched
`qhead*` **head** `( );`	qtail
`virtual void` **interrupt** `( );`	Interrupt_handler
`int` **keep_waiting** `( );`	sched
`object::objtype` **o_type** `( );`	Interrupt_handler, qhead, qtail, task, timer
`virtual objtype` **o_type** `( );`	object
`int` **pending** `( );`	Interrupt_handler, qhead, qtail, sched
`virtual int` **pending** `( );`	object
`long` **preempt** `( );`	task
`void` **print** `( );`	histogram
`void` **print** `( int` *levelOfDetail*`, int` *y* `);`	timer
`void` **print** `( int` *levelOfDetail*`, int` *y* `= );`	task
`virtual void` **print** `( int` *levelOfDetail*`, int` *y*`= );`	object
`void` **print** `( int` *levelOfDetail*`, int` *y*`= );`	Interrupt_handler, qhead, qtail, sched
`int` **put** `( object*` *obj* `);`	qtail
`int` **putback** `( object*` *objptr* `);`	qhead
`int` **rdcount** `( );`	qhead
`int` **rdmax** `( );`	qhead, qtail
`qmodetype` **rdmode** `( );`	qhead, qtail
`int` **rdspace** `( );`	qtail
`statetype` **rdstate** `( );`	sched
`long` **rdtime** `( );`	sched
`void` **remember** `( task*` *tk* `);`	task
`void` **reset** `( long` *wait_time* `);`	timer

Task Library - Other Member Functions

Member Function	Class
`int` **result** `( );`	`sched`
`void` **resultis** `( int` *res* `);`	`task`
`void` **seed** `( long` *seednum* `);`	`randint`
`static void` **set_exit_status** `( int` *i* `);`	`sched`
`static void` **setclock** `( long` *init_time* `);`	`sched`
`void` **setmax** `( int` *newmax* `);`	`qhead`, `qtail`
`void` **setmode** `( qmodetype` *qm* `);`	`qhead`, `qtail`
`virtual void` **setwho** `( object*` *alt_obj* `);`	`sched`
`void` **setwho** `( object*` *alt_obj* `);`	`task`, `timer`
`void` **sleep** `( object*` *ob*`= );`	`task`
`void` **splice** `( qhead*` *qh* `);`	`qtail`
`void` **splice** `( qtail*` *qt* `);`	`qhead`
`qtail*` **tail** `( );`	`qhead`
`static` **task* get_task_chain** `( );`	`task`
`static` **task* this_task** `( );`	`task`
`int` **task_error** `( int` *errno* `);`	`task`
`static int` **task_error** `( int` *errno*`, object*` *op* `);`	`task`
`void` **wait** `( object*` *ob* `);`	`task`
`int` **waitlist** `( object*` *ob1*`... );`	`task`
`int` **waitvec** `( object**` *objvec* `);`	`task`
`object*` **who_alerted_me** `( );`	`task`

Task Library - Other Member Functions

Collection Class Library

Constructors

Member Function	Class
CLASS_BASE_NAME (CLASS_NAME const& *collection*);	Flat Collections
CLASS_BASE_NAME (INumber *numberOfElements* = 1);	Flat Collections
Cursor (Tree const& *tree*);	ITreeCursor
ICursor (Collection const&);	ICursor
IMgPtr ( );	IMgPtr
IMgPtr (Element const& *element*);	IMgPtr
IMgPtr (Element* *element*);	IMgPtr
IPtr ( );	IPtr
IPtr (Element* *element*);	IPtr
ITree ( );	ITree
ITree (ITree <*Element*, *numberOfChildren*> const& *tree*);	ITree

Destructors

Member Function	Class
~**CLASS_BASE_NAME** ( );	Flat Collections
~**IMgPtr** ( );	IMgPtr, IPtr
~**ITree** ( );	ITree

Operators

Member Function	Class
Boolean **operator !=** (CLASS_NAME const& *collection*) const;	Flat Collections
Boolean **opterator !=** (Cursor const& *cursor*) const;	ICursor
Boolean **opterator !=** (Cursor const& *cursor*);	ITreeCursor
Element& **opterator *** ( );	IMgPtr, IPtr

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Collection Class Library - Other Member Functions

Member Function	Class
`Element*` **opterator ->** `( );`	`IMgPtr, IPtr`
`CLASS_NAME&` **opterator =** `( CLASS_NAME const&` *collection* `);`	Flat Collections
`ITree <`*Element*`,` *numberOfChildren* **opterator =**`& ( ITree <`*Element*`,` *numberOfChildren*`> const&` *tree* `);`	`ITree`
`Boolean` **opterator ==** `( CLASS_NAME const&` *collection* `) const;`	Flat Collections
`Boolean` **opterator ==** `( Cursor const&` *cursor* `) const;`	`ICursor`
`Boolean` **opterator ==** `( Cursor const&` *cursor* `);`	`ITreeCursor`

Other Member Functions

Member Function	Class
`Boolean` **add** `( Element const&` *element* `);`	Flat Collections
`Boolean` **add** `( Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`void` **addAllFrom** `( CLASS_NAME const&` *collection* `);`	Flat Collections
`void` **addAllFrom** `( IACollection <`*Element*`> const&` *collection* `);`	Flat Collections
`void` **addAsChild** `( ITreeCursor const&` *cursor*`, IPosition` *position*`, Element const&` *element* `);`	`ITree`
`void` **addAsFirst** `( Element const&` *element* `);`	Flat Collections
`void` **addAsFirst** `( Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`void` **addAsLast** `( Element const&` *element* `);`	Flat Collections
`void` **addAsLast** `( Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`void` **addAsNext** `( Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`void` **addAsPrevious** `( Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`void` **addAsRoot** `( Element const&` *element* `);`	`ITree`
`void` **addAtPosition** `( IPosition` *position*`, Element const&` *element* `);`	Flat Collections
`void` **addAtPosition** `( IPosition` *position*`, Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`void` **addDifference** `( CLASS_NAME const&` *collection1*`, CLASS_NAME const&` *collection2* `);`	Flat Collections
`void` **addIntersection** `( CLASS_NAME const&` *collection1*`, CLASS_NAME const&` *collection2* `);`	Flat Collections
`Boolean` **addOrReplaceElementWithKey** `( Element const&` *element* `) const;`	Flat Collections
`Boolean` **addOrReplaceElementWithKey** `( Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`void` **addUnion** `( CLASS_NAME const&` *collection1*`, CLASS_NAME const&` *collection2* `);`	Flat Collections
`Boolean` **allElementsDo** `( Boolean (*`*function*`) (Element const&, void*), ITreeIterationOrder` *iterationOrder*`, void*` *additionalArgument* `= ) const;`	`ITree`
`Boolean` **allElementsDo** `( Boolean (*`*function*`) (Element&, void*), ITreeIterationOrder` *iterationOrder*`, void*` *additionalArgument* `= );`	`ITree`
`Boolean` **allElementsDo** `( Boolean (*`*function*`) (Element&, void*), void*` *additionalArgument* `= );`	Flat Collections

Collection Class Library - Other Member Functions

Member Function	Class
`Boolean` **allElementsDo** `( Boolean` *(*function) (Element const&, void*),* `void* additionalArgument = ) const;`	Flat Collections
`Boolean` **allElementsDo** `( IConstantIterator <`*Element*`>& iterator ) const;`	Flat Collections
`Boolean` **allElementsDo** `( IConstantIterator <`*Element*`>& iterator,` `ITreeIterationOrder iterationOrder ) const;`	ITree
`Boolean` **allElementsDo** `( IIterator <`*Element*`>& iterator );`	Flat Collections
`Boolean` **allElementsDo** `( IIterator <`*Element*`>& iterator,` `ITreeIterationOrder iterationOrder );`	ITree
`Boolean` **allSubtreeElementsDo** `( ITreeCursor const& cursor,` `Boolean (*function) (Element const&, void*), ITreeIterationOrder iterationOrder,` `void* additionalArgument = ) const;`	ITree
`Boolean` **allSubtreeElementsDo** `( ITreeCursor const& cursor,` `Boolean (*function) (Element&, void*), ITreeIterationOrder iterationOrder,` `void* additionalArgument = );`	ITree
`Boolean` **allSubtreeElementsDo** `( ITreeCursor const& cursor,` `IConstantIterator <`*Element*`>& iterator,` `ITreeIterationOrder iterationOrder ) const;`	ITree
`Boolean` **allSubtreeElementsDo** `( ITreeCursor const& cursor,` `IIterator <`*Element*`>& iterator, ITreeIterationOrder iterationOrder );`	ITree
`Element const&` **anyElement** `( ) const;`	Flat Collections
`void` **attachAsChild** `( ITreeCursor const& cursor, IPosition position, ITree <`*Element, numberOfChildren*`>& tree );`	ITree
`void` **attachAsRoot** `( ITree <`*Element, numberOfChildren*`>& tree );`	ITree
`void` **attachSubtreeAsChild** `( ITreeCursor const& cursor, IPosition position,` `ITree <`*Element, numberOfChildren*`>& tree, ITreeCursor const& subTreeCursor );`	ITree
`void` **attachSubtreeAsRoot** `( ITree <`*Element, numberOfChildren*`>& tree,` `ITreeCursor const& cursor );`	ITree
`long` **compare** `( CLASS_NAME const& collection, long (*comparisonFunction)` `(Element const& element1, Element const& element2) ) const;`	Flat Collections
`Boolean` **contains** `( Element const& element ) const;`	Flat Collections
`Boolean` **containsAllFrom** `( CLASS_NAME const& collection ) const;`	Flat Collections
`Boolean` **containsAllFrom** `( IACollection <`*Element*`> const& collection ) const;`	Flat Collections
`Boolean` **containsAllKeysFrom** `( CLASS_NAME const& collection ) const;`	Flat Collections
`Boolean` **containsAllKeysFrom** `( IACollection <`*Element*`> const& collection ) const;`	Flat Collections
`Boolean` **containsElementWithKey** `( Key const& key ) const;`	Flat Collections
`void` **copy** `( (ITree <`*Element, numberOfChildren*`> const& tree );`	ITree
`void` **copy** `( IACollection <`*Element*`> const& collection );`	Flat Collections
`void` **copySubtree** `( ITree <`*Element, numberOfChildren*`> const& tree,` `ITreeCursor const& cursor );`	ITree
`void` **dequeue** `( );`	Flat Collections
`void` **dequeue** `( Element& element );`	Flat Collections
`void` **differenceWith** `( CLASS_NAME const& collection );`	Flat Collections
`Element const&` **element** `( ) const;`	ICursor

Collection Class Library - Other Member Functions

Member Function	Class
`Element const&` **element** `( );`	`ITreeCursor`
`Element const&` **elementAt** `( ICursor const&` *cursor* `) const;`	Flat Collections
`Element&` **elementAt** `( ICursor const&` *cursor* `);`	Flat Collections
`Element const&` **elementAt** `( ITreeCursor const&` *cursor* `) const;`	`ITree`
`Element&` **elementAt** `( ITreeCursor const&` *cursor* `);`	`ITree`
`Element const&` **elementAtPosition** `( IPosition` *position* `) const;`	Flat Collections
`Element const&` **elementWithKey** `( Key const&` *key* `) const;`	Flat Collections
`Element&` **elementWithKey** `( Key const&` *key* `);`	Flat Collections
`void` **enqueue** `( Element const&` *element* `);`	Flat Collections
`void` **enqueue** `( Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`Element const&` **firstElement** `( ) const;`	Flat Collections
`Boolean` **hasChild** `( IPosition` *position*`, ITreeCursor const&` *cursor* `) const;`	`ITree`
`void` **intersectionWith** `( CLASS_NAME const&` *collection* `);`	Flat Collections
`void` **invalidate** `( );`	`ICursor`
`void` **invalidate** `( );`	`ITreeCursor`
`Boolean` **isBounded** `( ) const;`	Flat Collections
`Boolean` **isEmpty** `( ) const;`	Flat Collections, `ITree`
`Boolean` **isFirst** `( ICursor const&` *cursor* `) const;`	Flat Collections
`Boolean` **isFull** `( ) const;`	Flat Collections
`Boolean` **isLast** `( ICursor const&` *cursor* `) const;`	Flat Collections
`Boolean` **isLeaf** `( ITreeCursor const&` *cursor* `) const;`	`ITree`
`Boolean` **isRoot** `( ITreeCursor const&` *cursor* `) const;`	`ITree`
`Boolean` **isValid** `( ) const;`	`ICursor`
`Boolean` **isValid** `( );`	`ITreeCursor`
`Key const&` **key** `( Element const&` *element* `) const;`	Flat Collections
`Element const&` **lastElement** `( ) const;`	Flat Collections
`Boolean` **locate** `( Element const&` *element*`, ICursor&` *cursor* `) const;`	Flat Collections
`Boolean` **locateElementWithKey** `( Key const&` *key*`, ICursor&` *cursor* `) const;`	Flat Collections
`Boolean` **locateFirst** `( Element const&` *element*`, ICursor&` *cursor* `) const;`	Flat Collections
`Boolean` **locateLast** `( Element const&` *element*`, ICursor&` *cursor* `) const;`	Flat Collections
`Boolean` **locateNext** `( Element const&` *element*`, ICursor&` *cursor* `) const;`	Flat Collections
`Boolean` **locateNextElementWithKey** `( Key const&` *key*`, ICursor&` *cursor* `) const;`	Flat Collections
`Boolean` **locateOrAdd** `( Element const&` *element* `);`	Flat Collections
`Boolean` **locateOrAdd** `( Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`Boolean` **locateOrAddElementWithKey** `( Element const&` *element* `);`	Flat Collections
`Boolean` **locateOrAddElementWithKey** `( Element const&` *element*`; ICursor&` *cursor* `);`	Flat Collections
`Boolean` **locatePrevious** `( Element const&` *element*`, ICursor&` *cursor* `) const;`	Flat Collections
`INumber` **maxNumberOfElements** `( ) const;`	Flat Collections

Collection Class Library - Other Member Functions

Member Function	Class
`ICursor*` **newCursor** `( ) const;`	Flat Collections
`ITreeCursor*` **newCursor** `( ) const;`	`ITree`
`INumber` **numberOfChildren** `( ) const;`	`ITree`
`INumber` **numberOfDifferentElements** `( ) const;`	Flat Collections
`INumber` **numberOfDifferentKeys** `( ) const;`	Flat Collections
`INumber` **numberOfElements** `( ) const;`	Flat Collections, `ITree`
`INumber` **numberOfElementsWithKey** `( Key const&` *key* `) const;`	Flat Collections
`INumber` **numberOfLeaves** `( ) const;`	`ITree`
`INumber` **numberOfOccurrences** `( Element const&` *element* `) const;`	Flat Collections
`INumber` **numberOfSubtreeElements** `( ITreeCursor const&` *cursor* `) const;`	`ITree`
`INumber` **numberOfSubtreeLeaves** `( ITreeCursor const&` *cursor* `) const;`	`ITree`
`void` **pop** `( );`	Flat Collections
`void` **pop** `( Element&` *element* `);`	Flat Collections
`INumber` **position** `( ITreeCursor const&` *cursor* `) const;`	`ITree`
`void` **push** `( Element const&` *element* `);`	Flat Collections
`void` **push** `( Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`Boolean` **remove** `( Element const&` *element* `);`	Flat Collections
`void` **removeAll** `( );`	Flat Collections, `ITree`
`INumber` **removeAll** `( Boolean (*`*property*`) (Element const&, void*), void*` *additionalArgument* `= );`	Flat Collections
`INumber` **removeAllElementsWithKey** `( Key const&` *key* `);`	Flat Collections
`INumber` **removeAllOccurrences** `( Element const&` *element* `);`	Flat Collections
`void` **removeAt** `( ICursor const&` *cursor* `);`	Flat Collections
`void` **removeAtPosition** `( IPosition` *position* `);`	Flat Collections
`Boolean` **removeElementWithKey** `( Key const&` *key* `);`	Flat Collections
`void` **removeFirst** `( );`	Flat Collections
`void` **removeLast** `( );`	Flat Collections
`void` **removeSubtree** `( ITreeCursor const&` *cursor* `);`	`ITree`
`void` **replaceAt** `( ICursor const&` *cursor*`, Element const&` *element* `);`	Flat Collections
`void` **replaceAt** `( ITreeCursor const&` *cursor*`, Element const&` *element* `);`	`ITree`
`Boolean` **replaceElementWithKey** `( Element const&` *element* `);`	Flat Collections
`Boolean` **replaceElementWithKey** `( Element const&` *element*`, ICursor&` *cursor* `);`	Flat Collections
`Boolean` **setToChild** `( IPosition` *position* `);`	`ITreeCursor`
`Boolean` **setToChild** `( IPosition` *position*`, ITreeCursor&` *cursor* `) const;`	`ITree`
`Boolean` **setToFirst** `( );`	`ICursor`
`Boolean` **setToFirst** `( ICursor&` *cursor* `) const;`	Flat Collections
`Boolean` **setToFirst** `( ITreeCursor&` *cursor*`, ITreeIterationOrder` *iterationOrder* `) const;`	`ITree`
`Boolean` **setToFirstExistingChild** `( );`	`ITreeCursor`

Collection Class Library - Other Member Functions

Member Function	Class
`Boolean` **setToFirstExistingChild** `( ITreeCursor& cursor ) const;`	ITree
`Boolean` **setToLast** `( );`	ICursor
`Boolean` **setToLast** `( ICursor& cursor ) const;`	Flat Collections
`Boolean` **setToLast** `( ITreeCursor& cursor, ITreeIterationOrder iterationOrder ) const;`	ITree
`Boolean` **setToLastExistingChild** `( );`	ITreeCursor
`Boolean` **setToLastExistingChild** `( ITreeCursor& cursor ) const;`	ITree
`Boolean` **setToNext** `( );`	ICursor
`Boolean` **setToNext** `( ICursor& cursor ) const;`	Flat Collections
`Boolean` **setToNext** `( ITreeCursor& cursor, ITreeIterationOrder iterationOrder ) const;`	ITree
`Boolean` **setToNextDifferentElement** `( ICursor& cursor ) const;`	Flat Collections
`Boolean` **setToNextExistingChild** `( );`	ITreeCursor
`Boolean` **setToNextExistingChild** `( ITreeCursor& cursor ) const;`	ITree
`Boolean` **setToNextWithDifferentKey** `( ICursor& cursor ) const;`	Flat Collections
`Boolean` **setToParent** `( );`	ITreeCursor
`Boolean` **setToParent** `( ITreeCursor& cursor ) const;`	ITree
`void` **setToPosition** `( IPosition position, ICursor& cursor ) const;`	Flat Collections
`Boolean` **setToPrevious** `( );`	ICursor
`Boolean` **setToPrevious** `( ICursor& cursor ) const;`	Flat Collections
`Boolean` **setToPrevious** `( ITreeCursor& cursor, ITreeIterationOrder iterationOrder ) const;`	ITree
`Boolean` **setToPreviousExistingChild** `( );`	ITreeCursor
`Boolean` **setToPreviousExistingChild** `( ITreeCursor& cursor ) const;`	ITree
`Boolean` **setToRoot** `( );`	ITreeCursor
`Boolean` **setToRoot** `( ITreeCursor& cursor ) const;`	ITree
`void` **sort** `( long (*comparisonFunction) (Element const& element1, Element const& element2) );`	Flat Collections
`Element const&` **top** `( ) const;`	Flat Collections
`void` **unionWith** `( CLASS_NAME const& collection );`	Flat Collections

User Interface Library

Constructors

Member Function	Class
ChildCursor (IWindow &*parent*);	IWindow::ChildCursor
ColumnCursor (const IContainerControl &*container*, Boolean *visibleOnly* = false);	IContainerControl::ColumnCursor
Cursor (const IComboBox &*rlb*, Filter *type* = selectedItems);	IComboBox::Cursor
Cursor (const IListBox &*rlb*, Filter *type* = selectedItems);	IListBox::Cursor
Cursor (const IMenu &*menu*, unsigned long *forSubMenuId* =);	IMenu::Cursor
Cursor (const INotebook &*notebook*);	INotebook::Cursor
Cursor (const ISpinButton &*spinButton*);	ISpinButton::Cursor
Cursor (const ISubMenu &*menu*);	ISubMenu::Cursor
Cursor (IProfile &*profile*);	IProfile::Cursor
Cursor (IProfile &*profile*, const char **applName*);	IProfile::Cursor
IAccelerator (const IAccelTblHandle &*haccel* = , IWindow **owner* =);	IAccelerator
IAccelerator (const IResourceId &*accelResId*, IWindow **owner* =);	IAccelerator
IAccelerator (unsigned long *accelResId*, IWindow **owner* =);	IAccelerator
IAccelTblHandle (Value *haccel* =);	IAccelTblHandle
IAccessError (const char **errorText*, unsigned long *errorId*, Severity *severity* = IException::unrecoverable);	IAccessError
IAnchorBlockHandle (Value *hab* =);	IAnchorBlockHandle
IApplication (const IProcessId &*id*);	IApplication
IAssertionFailure (const char **errorText*, unsigned long *errorId*, Severity *severity* = IException::unrecoverable);	IAssertionFailure
IBitFlag (unsigned long *value*);	IBitFlag
IBitmapControl (IWindowHandle &*handle*);	IBitmapControl
IBitmapControl (unsigned long *id*, IWindow **parent*, IWindow **owner*, const IResourceId &*bitmapId*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IBitmapControl
IBitmapControl (unsigned long *id*, IWindow **parent*, IWindow **owner*, IBitmapHandle *bitmapId* = IBitmapHandle ( ), const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IBitmapControl
IBitmapControl (unsigned long *id*, IWindow **parent*, IWindow **owner*, ISystemBitmapHandle::Identifier *bitmapId*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IBitmapControl
IBitmapControl (unsigned long *id*, IWindow **parentDialog*);	IBitmapControl

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User Interface Library - Constructors

Member Function	Class
IBitmapHandle (const IBitmapHandle &*aHandle*);	IBitmapHandle
IBitmapHandle (Value *value* =);	IBitmapHandle
IBuffer (unsigned *newLen*);	IBuffer
IButton ( );	IButton
ICanvas (unsigned long *windowId*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	ICanvas
ICheckBox (IWindowHandle *handle*);	ICheckBox
ICheckBox (unsigned long *id*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	ICheckBox
ICheckBox (unsigned long *id*, IWindow **parentDialog*);	ICheckBox
ICnrBeginEditEvent (IControlEvent &*event*);	ICnrBeginEditEvent
ICnrDrawBackgroundEvent (IEvent &*event*);	ICnrDrawBackgroundEvent
ICnrDrawHandler ( );	ICnrDrawHandler
ICnrDrawItemEvent (IEvent &*event*);	ICnrDrawItemEvent
ICnrEditEvent (IControlEvent &*event*);	ICnrEditEvent
ICnrEditHandler (StringType *stringType* = isIString);	ICnrEditHandler
ICnrEmphasisEvent (IControlEvent &*event*);	ICnrEmphasisEvent
ICnrEndEditEvent (IControlEvent &*event*);	ICnrEndEditEvent
ICnrEnterEvent (IControlEvent &*event*);	ICnrEnterEvent
ICnrEvent (IControlEvent &*event*);	ICnrEvent
ICnrHandler ( );	ICnrHandler
ICnrHelpEvent (IControlEvent &*chpevt*);	ICnrHelpEvent
ICnrMenuHandler ( );	ICnrMenuHandler
ICnrObjectSet ( );	ICnrObjectSet
ICnrQueryDeltaEvent (IControlEvent &*event*);	ICnrQueryDeltaEvent
ICnrReallocStringEvent (IControlEvent &*event*);	ICnrReallocStringEvent
ICnrScrollEvent (IControlEvent &*chpevt*);	ICnrScrollEvent
IColor ( );	IColor
IColor (Color *value*);	IColor
IColor (unsigned char *red*, unsigned char *green*, unsigned char *blue*);	IColor
IComboBox (IWindowHandle *handle*);	IComboBox
IComboBox (unsigned long *id*, IWindow **parent*);	IComboBox
IComboBox (unsigned long *id*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IComboBox
ICommandEvent (IEvent &*event*);	ICommandEvent
IContainerColumn (const IContainerColumn &*column*);	IContainerColumn

User Interface Library - Constructors

Member Function	Class
IContainerColumn (DataSource *objectDataType*, const HeadingStyle &*title* = defaultHeadingStyle ( ), const DataStyle &*data* = defaultDataStyle ( ));	IContainerColumn
IContainerColumn (unsigned long *dataOffset*, const HeadingStyle &*title* = defaultHeadingStyle ( ), const DataStyle &*data* = defaultDataStyle ( ));	IContainerColumn
IContainerControl ( );	IContainerControl
IContainerControl (const IWindowHandle &*handle*);	IContainerControl
IContainerControl (unsigned long *id*, IWindow **parent*, IWindow **owner*, const IRectangle &*location* = IRectangle ( ), const Style &*style* = defaultStyle ( ), const Attribute &*attribute* = defaultAttribute ( ));	IContainerControl
IContainerControl (unsigned long *id*, IWindow **parentDialog*);	IContainerControl
IContainerObject ( );	IContainerObject
IContainerObject (const IContainerObject &*object*);	IContainerObject
IContainerObject (const IResourceId &*nameID*, const IResourceId &*iconId*);	IContainerObject
IContainerObject (const IString &*string*, const IPointerHandle &*iconHandle* =	)‡ContainerObject
IContainerObject (const IString &*string*, const IResourceId &*iconId*);	IContainerObject
IContainerObject (const IString &*string*, unsigned long *iconId*);	IContainerObject
IControl ( );	IControl
IControlEvent (IEvent &*event*);	IControlEvent
ICritSec ( );	ICritSec
ICurrentApplication ( );	ICurrentApplication
ICurrentThread ( );	ICurrentThread
IDate ( );	IDate
IDate (const IDate &*aDate*);	IDate
IDate (int *aDay*, Month *aMonth*, int *aYear*);	IDate
IDate (int *aYear*, int *aDay*);	IDate
IDate (Month *aMonth*, int *aDay*, int *aYear*);	IDate
IDate (unsigned long *julianDayNumber*);	IDate
IDBCSBuffer (unsigned *bufLength*);	IDBCSBuffer
IDDEAcknowledgeEvent (const IEvent &*ddeEvent*);	IDDEAcknowledgeEvent
IDDEAcknowledgeExecuteEvent (const IEvent &*ddeEvent*);	IDDEAcknowledgeExecuteEvent
IDDEAcknowledgePokeEvent (const IEvent &*ddeEvent*);	IDDEAcknowledgePokeEvent
IDDEActiveServer (const char **applicationName*, const char **topicName*, Boolean *caseSensitive*);	IDDEActiveServer
IDDEActiveServerSet ( );	IDDEActiveServerSet
IDDEBeginEvent (const IEvent &*ddeBeginEvent*);	IDDEBeginEvent
IDDEClientAcknowledgeEvent (const IEvent &*ddeEvent*);	IDDEClientAcknowledgeEvent
IDDEClientConversation (Boolean *useEventThread* = true);	IDDEClientConversation

User Interface Library - Constructors

Member Function	Class
IDDEClientConversation (const char *_applicationName_, const char *_topicName_, Boolean _useEventThread_ = true);	IDDEClientConversation
IDDEClientEndEvent (const IEvent &_ddeEvent_, Source _endSource_, IString _application_, IString _topic_);	IDDEClientEndEvent
IDDEClientHotLinkEvent (const IEvent &_ddeEvent_);	IDDEClientHotLinkEvent
IDDEClientHotLinkSet ( );	IDDEClientHotLinkSet
IDDEDataEvent (const IEvent &_ddeEvent_);	IDDEDataEvent
IDDEEndEvent (const IEvent &_ddeEvent_, Source _endSource_);	IDDEEndEvent
IDDEEvent (const IEvent &_ddeEvent_);	IDDEEvent
IDDEExecuteEvent (const IEvent &_ddeEvent_);	IDDEExecuteEvent
IDDEPokeEvent (const IEvent &_ddeEvent_);	IDDEPokeEvent
IDDERequestDataEvent (const IEvent &_ddeEvent_);	IDDERequestDataEvent
IDDEServerAcknowledgeEvent (const IEvent &_ddeEvent_);	IDDEServerAcknowledgeEvent
IDDEServerHotLinkEvent (const IEvent &_ddeEvent_);	IDDEServerHotLinkEvent
IDDESetAcknowledgeInfoEvent (const IEvent &_ddeEvent_);	IDDESetAcknowledgeInfoEvent
IDDETopicServer (const char *_applicationName_, const char *_supportedTopic_, IFrameWindow *_owner_ = , Boolean _useEventThread_ = true);	IDDETopicServer
IDeviceColor (_DeviceColor_);	IDeviceColor
IDeviceError (const char *_errorText_, unsigned long _errorId_, Severity _severity_ = IException::unrecoverable);	IDeviceError
IDrawItemEvent (IEvent &_event_);	IDrawItemEvent
IDynamicLinkLibrary (const char *_resourceFileName_);	IDynamicLinkLibrary
IDynamicLinkLibrary (const IDynamicLinkLibrary &_dllLibrary_);	IDynamicLinkLibrary
IDynamicLinkLibrary (const IModuleHandle &_moduleHandle_);	IDynamicLinkLibrary
IEntryField ( );	IEntryField
IEntryField (IWindowHandle _handle_);	IEntryField
IEntryField (unsigned long _id_, IWindow *_parent_);	IEntryField
IEntryField (unsigned long _id_, IWindow *_parent_, IWindow *_owner_, const IRectangle &_initial_ = IRectangle ( ), const Style &_style_ = defaultStyle ( ));	IEntryField
IEnumHandle (Value _henum_ =);	IEnumHandle
IEvent (const IHandle &_handle_, unsigned long _eventId_, const IEventParameter1 &_parameter1_, const IEventParameter2 &_parameter2_);	IEvent
IEvent (IWindow *_window_, unsigned long _eventId_, const IEventParameter1 &_parameter1_, const IEventParameter2 &_parameter2_);	IEvent
IEventData ( );	IEventData
IEventData (int _value_);	IEventData
IEventData (unsigned long _value_);	IEventData
IEventData (unsigned short _lowValue_, char _lowByte_, char _hiByte_);	IEventData
IEventData (unsigned short _lowValue_, unsigned short _hiValue_);	IEventData

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Member Function	Class
IEventData (void *value);	IEventData
IException (const char *errorText, unsigned long errorId = , Severity severity = IException::unrecoverable);	IException
IException (const IException &exception);	IException
IExceptionLocation (const char *fileName = , const char *functionName = , unsigned long lineNumber =);	IExceptionLocation
IFileDialog (IWindow *parent, IWindow *owner, const Settings &settings, Style style = defaultStyle ( ));	IFileDialog
IFileDialog (IWindow *parent, IWindow *owner, IHandler *handler, Style style = defaultStyle ( ), const Settings &settings = Settings ( ));	IFileDialog
IFileDialog (IWindow *parent, IWindow *owner, Style style = defaultStyle ( ));	IFileDialog
IFileDialog (IWindow *parent, IWindow *owner, Style style, const Settings &settings);	IFileDialog
IFileDialogEvent (IEvent &event);	IFileDialogEvent
IFont (const char *faceName, unsigned long ulPointSize = , Boolean useFixedFont = false, Boolean useVectorFont = false);	IFont
IFont (const IFont &fntCopy);	IFont
IFont (const IPresSpaceHandle &presSpace);	IFont
IFont (const IWindow *window =);	IFont
IFontDialog (IWindow *parent, IWindow *owner, const Settings &settings, Style style = defaultStyle ( ));	IFontDialog
IFontDialog (IWindow *parent, IWindow *owner, IHandler *handler, Style style = defaultStyle ( ), const Settings &settings = Settings ( ));	IFontDialog
IFontDialog (IWindow *parent, IWindow *owner, Style style = defaultStyle ( ));	IFontDialog
IFontDialog (IWindow *parent, IWindow *owner, Style style, const Settings &settings);	IFontDialog
IFontDialogHandler ( );	IFontDialogHandler
IFrameEvent (const IEvent &baseEvent);	IFrameEvent
IFrameExtension (IWindow *window, IFrameWindow::Location location, double percentage, IFrameWindow::SeparatorType separator);	IFrameExtension
IFrameExtension (IWindow *window, IFrameWindow::Location location, unsigned long widthOrHeight, IFrameWindow::SeparatorType separator);	IFrameExtension
IFrameFormatEvent (const IEvent &baseEvent);	IFrameFormatEvent
IFrameWindow (const char *title, const IResourceId &resId = IC_DEFAULT_FRAME_ID, const IFrameWindow::Style &style = defaultStyle ( ));	IFrameWindow
IFrameWindow (const IFrameWindow::Style &style, const IResourceId &resId = IC_DEFAULT_FRAME_ID);	IFrameWindow
IFrameWindow (const IResourceId &resId, const IFrameWindow::Style &style);	IFrameWindow
IFrameWindow (const IResourceId &resId, IWindow *owner =);	IFrameWindow
IFrameWindow (const IResourceId &resId, IWindow *parent, IWindow *owner);	IFrameWindow
IFrameWindow (const IResourceId &resId, IWindow *parent, IWindow *owner, const IRectangle &initRect, const IFrameWindow::Style &style = defaultStyle ( ), const char *title =);	IFrameWindow

User Interface Library - Constructors

Member Function	Class
IFrameWindow (const IWindowHandle &*hwnd*);	IFrameWindow
IFrameWindow (unsigned long *id* = IC_DEFAULT_FRAME_ID);	IFrameWindow
IGroupBox (IWindowHandle *handle*);	IGroupBox
IGroupBox (unsigned long *id*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IGroupBox
IGroupBox (unsigned long *id*, IWindow **parentDialog*);	IGroupBox
IGUIColor (SysColor *value*);	IGUIColor
IGUIErrorInfo (const char **GUIFunctionName* =);	IGUIErrorInfo
IHandle (Value *value*);	IHandle
IHandler ( );	IHandler
IHelpErrorEvent (IEvent &*event*);	IHelpErrorEvent
IHelpHyperTextEvent (IEvent &*event*);	IHelpHyperTextEvent
IHelpMenuBarEvent (IEvent &*event*);	IHelpMenuBarEvent
IHelpNotifyEvent (IEvent &*event*);	IHelpNotifyEvent
IHelpSubItemNotFoundEvent (IEvent &*event*);	IHelpSubItemNotFoundEvent
IHelpTutorialEvent (IEvent &*event*);	IHelpTutorialEvent
IHelpWindow (const IResourceId &*helpTable*, IFrameWindow **helpEventReceiver* =);	IHelpWindow
IHelpWindow (const IWindowHandle &*helpWindowHandle*);	IHelpWindow
IHelpWindow (IFrameWindow **helpEventReceiver* =);	IHelpWindow
IHelpWindow (IHelpWindow::Settings *initialSettings:epv, IFrameWindow *helpEventReceiver);*	IHelpWindow
IIconControl (IWindowHandle *handle*);	IIconControl
IIconControl (unsigned long *Id*, IWindow **parent*, IWindow **owner*, const IResourceId &*iconId*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IIconControl
IIconControl (unsigned long *Id*, IWindow **parent*, IWindow **owner*, IPointerHandle *iconId*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IIconControl
IIconControl (unsigned long *Id*, IWindow **parent*, IWindow **owner*, ISystemPointerHandle::Identifier *icon*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IIconControl
IIconControl (unsigned long *Id*, IWindow **parentDialog*);	IIconControl
IInfoArea (IFrameWindow **frame*, const char **resDLLName*, unsigned long *id* =);	IInfoArea
IInfoArea (IFrameWindow **frame*, const IModuleHandle &*resMod*, unsigned long *id* =);	IInfoArea
IInfoArea (IFrameWindow **frame*, unsigned long *id* =);	IInfoArea
IInfoArea (IFrameWindow **frame*, unsigned long *id*, const char **resDLLName*);	IInfoArea
IInvalidParameter (const char **errorText*, unsigned long *errorId*, Severity *severity* = IException::unrecoverable);	IInvalidParameter
IInvalidRequest (const char **errorText*, unsigned long *errorId*, Severity *severity* = IException::unrecoverable);	IInvalidRequest

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Member Function	Class
IKeyboardEvent (IEvent &*event*);	IKeyboardEvent
IListBox (IWindowHandle *handle*);	IListBox
IListBox (unsigned long *id*, IWindow **parent*);	IListBox
IListBox (unsigned long *id*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IListBox
IListBoxDrawItemEvent (IEvent &*event*);	IListBoxDrawItemEvent
IListBoxDrawItemHandler ( );	IListBoxDrawItemHandler
IMenu ( );	IMenu
IMenuBar (const IResourceId &*menuResId*, IFrameWindow **owner*);	IMenuBar
IMenuBar (IFrameWindow **owner*, const Style &*style*);	IMenuBar
IMenuBar (IFrameWindow **owner*);	IMenuBar
IMenuDrawItemEvent (IEvent &*event*);	IMenuDrawItemEvent
IMenuDrawItemHandler ( );	IMenuDrawItemHandler
IMenuEvent (IEvent &*event*);	IMenuEvent
IMenuHandler ( );	IMenuHandler
IMenuItem (unsigned long *itemId*, const Style &*style* = defaultStyle ( ), const Attribute &*attribute* = defaultAttribute ( ));	IMenuItem
IMessageBox (const IWindow **aOwner*);	IMessageBox
IMessageQueueHandle (Value *hmq* =);	IMessageQueueHandle
IMessageText (const IMessageText &*text*);	IMessageText
IMessageText (unsigned long *messageId*, const char **messageFileName*, const char **textInsert1* = , const char **textInsert2* = , const char **textInsert3* = , const char **textInsert4* = , const char **textInsert5* = , const char **textInsert6* = , const char **textInsert7* = , const char **textInsert8* = , const char **textInsert9* =);	IMessageText
IModuleHandle (Value *hmod* =);	IModuleHandle
IMouseClickEvent (IEvent &*event*);	IMouseClickEvent
IMouseClickHandler ( );	IMouseClickHandler
IMultiCellCanvas (unsigned long *windowIdentifier*, IWindow **parent*, IWindow **owner*, const IRectangle &*initialSize* = IRectangle ( ), const Style &*style* = IWindow::visible);	IMultiCellCanvas
IMultiLineEdit (IWindowHandle *handle*);	IMultiLineEdit
IMultiLineEdit (unsigned long *id*, IWindow **parent*);	IMultiLineEdit
IMultiLineEdit (unsigned long *id*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IMultiLineEdit
INotebook (const IWindowHandle &*handle*);	INotebook
INotebook (unsigned long *windowId*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	INotebook

User Interface Library - Constructors

Member Function	Class
INotebook (unsigned long *windowId*, IWindow **parentAndOwner*);	INotebook
INotebookDrawItemEvent (IEvent &*event*);	INotebookDrawItemEvent
IObjectWindow ( );	IObjectWindow
IOutlineBox (IWindowHandle *handle*);	IOutlineBox
IOutlineBox (unsigned long *id*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IOutlineBox
IOutlineBox (unsigned long *id*, IWindow **parentDialog*);	IOutlineBox
IOutOfMemory (const char **errorText*, unsigned long *errorId*, Severity *severity* = IException::unrecoverable);	IOutOfMemory
IOutOfSystemResource (const char **errorText*, unsigned long *errorId*, Severity *severity* = IException::unrecoverable);	IOutOfSystemResource
IOutOfWindowResource (const char **errorText*, unsigned long *errorId*, Severity *severity* = IException::unrecoverable);	IOutOfWindowResource
IPageEvent (IControlEvent &*controlEvent*);	IPageEvent
IPageEvent (IEvent &*event*);	IPageEvent
IPageHandle (Value *pageId* =);	IPageHandle
IPageHelpEvent (IControlEvent &*controlEvent*);	IPageHelpEvent
IPageHelpEvent (IEvent &*event*);	IPageHelpEvent
IPageHelpEvent (IPageEvent &*pageEvent*);	IPageHelpEvent
IPageRemoveEvent (IControlEvent &*controlEvent*);	IPageRemoveEvent
IPageRemoveEvent (IEvent &*event*);	IPageRemoveEvent
IPageRemoveEvent (IPageEvent &*pageEvent*);	IPageRemoveEvent
IPageSelectEvent (IControlEvent &*controlEvent*);	IPageSelectEvent
IPageSelectEvent (IEvent &*event*);	IPageSelectEvent
IPageSelectEvent (IPageEvent &*pageEvent*);	IPageSelectEvent
IPaintEvent (IEvent &*event*);	IPaintEvent
IPair ( );	IPair
IPair (Coord *coord1*, Coord *coord2*);	IPair
IPair (Coord *init*);	IPair
IPoint ( );	IPoint
IPoint (const IPair &*pair*);	IPoint
IPoint (const struct _POINTL &*ptl*);	IPoint
IPoint (Coord *x*, Coord *y*);	IPoint
IPointerHandle (const IPointerHandle &*aHandle*);	IPointerHandle
IPointerHandle (Value *hpointer* =);	IPointerHandle
IPopUpMenu (const IResourceId &*menuResId*, IWindow **owner*);	IPopUpMenu
IPopUpMenu (IWindow **owner*, unsigned long *menuWindowId*, const Style &*style* = defaultStyle ( ));	IPopUpMenu
IPresSpaceHandle (Value *hps* =);	IPresSpaceHandle

User Interface Library - Constructors

Member Function	Class
IPrivateResource ( );	IPrivateResource
IProcedureAddress (const char *entryPoint, const char *dllName);	IProcedureAddress
IProcedureAddress (const char *entryPoint, IDynamicLinkLibrary &aDLL);	IProcedureAddress
IProcedureAddress (unsigned long ordinal, const char *dllName);	IProcedureAddress
IProcedureAddress (unsigned long ordinal, IDynamicLinkLibrary &aDLL);	IProcedureAddress
IProcessId (Value pid =);	IProcessId
IProfile (const char *profileName);	IProfile
IProfile (const IProfile &aProfile);	IProfile
IProfileHandle (Value hini =);	IProfileHandle
IProgressIndicator ( );	IProgressIndicator
IProgressIndicator (const IWindowHandle &handle);	IProgressIndicator
IProgressIndicator (unsigned long windowId, IWindow *parent);	IProgressIndicator
IProgressIndicator (unsigned long windowId, IWindow *parent, IWindow *owner, const IRectangle &initial, unsigned long numberOfTicks, unsigned long tickSpacing = , const Style &style = defaultStyle ( ));	IProgressIndicator
IProgressIndicator (unsigned long windowId, IWindow *parent, IWindow *owner, const IRectangle &initial, unsigned long scale1NumberOfTicks, unsigned long scale1TickSpacing, unsigned long scale2NumberOfTicks, unsigned long scale2TickSpacing = , const Style &style = defaultStyle ( ));	IProgressIndicator
IPushButton (IWindowHandle handle);	IPushButton
IPushButton (unsigned long id, IWindow *parent, IWindow *owner, const IRectangle &initial = IRectangle ( ), const Style &style = defaultStyle ( ));	IPushButton
IPushButton (unsigned long id, IWindow *parentDialog);	IPushButton
IRadioButton (IWindowHandle handle);	IRadioButton
IRadioButton (unsigned long id, IWindow *parent, IWindow *owner, const IRectangle &initial = IRectangle ( ), const Style &style = defaultStyle ( ));	IRadioButton
IRadioButton (unsigned long id, IWindow *parentDialog);	IRadioButton
IRange ( );	IRange
IRange (const IPair &aPair);	IRange
IRange (Coord lower, Coord upper);	IRange
IRectangle ( );	IRectangle
IRectangle (const IPair &aPair);	IRectangle
IRectangle (const IPoint &pt, const ISize &size);	IRectangle
IRectangle (const IPoint &pt1, const IPoint &pt2);	IRectangle
IRectangle (const struct _RECTL &rectl);	IRectangle
IRectangle (Coord left, Coord bottom, Coord right, Coord top);	IRectangle
IRectangle (Coord width, Coord height);	IRectangle
IRefCounted ( );	IRefCounted
IReference (const IReference < T > &source);	IReference

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Member Function	Class
IReference (T *p =);	IReference
IResizeEvent (IEvent &*event*);	IResizeEvent
IResource ( );	IResource
IResourceExhausted (const char *errorText, unsigned long *errorId*, Severity *severity* = IException::unrecoverable);	IResourceExhausted
IResourceId (unsigned long *resourceId*);	IResourceId
IResourceId (unsigned long *resourceId*, const IDynamicLinkLibrary &*dllLibrary*);	IResourceId
IResourceId (unsigned long *resourceId*, const IResourceLibrary &*resourceLibrary*);	IResourceId
IResourceLibrary ( );	IResourceLibrary
IResourceLock (IResource &*resource*, long *timeOut* = -1);	IResourceLock
IScrollBar (IWindowHandle *handle*);	IScrollBar
IScrollBar (unsigned long *windowId*, IWindow *parent*);	IScrollBar
IScrollBar (unsigned long *windowId*, IWindow *parent*, IWindow *owner*, const IRange &*scrollableItems*, unsigned long *visibleItemCount*, unsigned long *scrollBoxPosition* = 1, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IScrollBar
IScrollBar (unsigned long *windowId*, IWindow *parent*, IWindow *owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IScrollBar
IScrollEvent (IEvent &*event*);	IScrollEvent
ISemaphoreHandle (Value *hsem* =);	ISemaphoreHandle
ISetCanvas (unsigned long *id*, IWindow *parent*, IWindow *owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	ISetCanvas
ISettingButton ( );	ISettingButton
ISharedResource (const char *keyName*);	ISharedResource
ISize ( );	ISize
ISize (const IPair &*pair*);	ISize
ISize (const struct _RECTL &*rcl*);	ISize
ISize (const struct _SIZEL &*sizl*);	ISize
ISize (Coord *width*, Coord *height*);	ISize
ISlider (const IWindowHandle &*handle*);	ISlider
ISlider (unsigned long *windowId*, IWindow *parent*);	ISlider
ISlider (unsigned long *windowId*, IWindow *parent*, IWindow *owner*, const IRectangle &*initial*, unsigned long *numberOfTicks*, unsigned long *tickSpacing* = , const Style &*style* = defaultStyle ( ));	ISlider
ISlider (unsigned long *windowId*, IWindow *parent*, IWindow *owner*, const IRectangle &*initial*, unsigned long *scale1NumberOfTicks*, unsigned long *scale1TickSpacing*, unsigned long *scale2NumberOfTicks*, unsigned long *scale2TickSpacing* = , const Style &*style* = defaultStyle ( ));	ISlider
ISliderDrawHandler ( );	ISliderDrawHandler
ISpinButton (const IWindowHandle &*handle*);	ISpinButton

User Interface Library - Constructors

Member Function	Class
ISpinButton (unsigned long *id*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	ISpinButton
ISpinButton (unsigned long *id*, IWindow **parentDialog*);	ISpinButton
ISplitCanvas (unsigned long *windowId*, IWindow **parent*, IWindow **owner*, const IRectangle &*initialSize* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	ISplitCanvas
IStaticText (IWindowHandle *handle*);	IStaticText
IStaticText (unsigned long *id*, IWindow **parent*);	IStaticText
IStaticText (unsigned long *id*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IStaticText
IString ( );	IString
IString (char);	IString
IString (const char *);	IString
IString (const IString &);	IString
IString (const signed char *);	IString
IString (const unsigned char *);	IString
IString (const void **pBuffer1*, unsigned *lenBuffer1*, char *padCharacter* = ' ');	IString
IString (const void **pBuffer1*, unsigned *lenBuffer1*, const void **pBuffer2*, unsigned *lenBuffer2*, char *padCharacter* = ' ');	IString
IString (const void **pBuffer1*, unsigned *lenBuffer1*, const void **pBuffer2*, unsigned *lenBuffer2*, const void **pBuffer3*, unsigned *lenBuffer3*, char *padCharacter* = ' ');	IString
IString (double);	IString
IString (int);	IString
IString (long);	IString
IString (short);	IString
IString (signed char);	IString
IString (unsigned);	IString
IString (unsigned char);	IString
IString (unsigned long);	IString
IString (unsigned short);	IString
IStringHandle (Value *hstr* =);	IStringHandle
IStringTest (CFunction &*cFunc*);	IStringTest
IStringTest (FnType *type*, void **userData*);	IStringTest
IStringTestMemberFn (const T &*object*, ConstFn *constFn*);	IStringTestMemberFn
IStringTestMemberFn (T &*object*, NonconstFn *nonconstFn*);	IStringTestMemberFn
ISubMenu (const IWindowHandle &*subMenuHandle*);	ISubMenu
ISWPArray (ISWP **array*, unsigned *dimension*);	ISWPArray
ISystemBitmapHandle (Identifier *bitmapId*);	ISystemBitmapHandle

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Member Function	Class
ISystemErrorInfo (unsigned long *systemErrorId*, const char **systemFunctionName* =);	ISystemErrorInfo
ISystemMenu (IFrameWindow **owner*);	ISystemMenu
ISystemPointerHandle (Identifier *pointerId*, Boolean *makeCopy* = false);	ISystemPointerHandle
Iterator ( );	IContainerControl::Iterator
ITextControl ( );	ITextControl
IThread ( );	IThread
IThread (const IReference < IThreadFn > &*aFnObjRef*, Boolean *autoInitPM* = IThread::defaultAutoInitPM ( ));	IThread
IThread (const IThread &*aThread*);	IThread
IThread (const IThreadId &*anID*);	IThread
IThread (OptlinkFnPtr *pfn*, void **anArg*, Boolean *autoInitPM* = IThread::defaultAutoInitPM ( ));	IThread
IThread (SystemFnPtr *pfn*, unsigned long *anArg*, Boolean *autoInitPM* = IThread::defaultAutoInitPM ( ));	IThread
IThreadId (Value *tid* =);	IThreadId
IThreadMemberFn (T &*obj*,);	IThreadMemberFn
ITime ( );	ITime
ITime (const ITime &*aTime*);	ITime
ITime (long *seconds*);	ITime
ITime (unsigned *hours*, unsigned *minutes*, unsigned *seconds* =);	ITime
ITitle (IWindow **owner*, const char **objectName* = , const char **viewName* = , unsigned long *viewNumber* =);	ITitle
ITitle (IWindow **owner*, const IResourceId &*objectNameResId*, const IResourceId &*viewNameResId* = , unsigned long *viewNum* =);	ITitle
ITrace (const char **traceName* = , long *lineNumber* =);	ITrace
IViewPort (unsigned long *windowId*, IWindow **parent*, IWindow **owner*, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	IViewPort
IWindow ( );	IWindow
IWindowHandle (Value *hwnd* =);	IWindowHandle
I String ( );	I String
I String (char);	I String
I String (const char *);	I String
I String (const IString &*aString*);	I String
I String (const signed char *);	I String
I String (const unsigned char *);	I String
I String (const void **pBuffer1*, unsigned *lenBuffer1*, char *padCharacter* = ' ');	I String
I String (const void **pBuffer1*, unsigned *lenBuffer1*, const void **pBuffer2*, unsigned *lenBuffer2*, char *padCharacter* = ' ');	I String

User Interface Library - Constructors

Member Function	Class
I String (const void *pBuffer1, unsigned lenBuffer1, const void *pBuffer2, unsigned lenBuffer2, const void *pBuffer3, unsigned lenBuffer3, char padCharacter = ' ');	I String
I String (double);	I String
I String (int);	I String
I String (long);	I String
I String (short);	I String
I String (signed char);	I String
I String (unsigned);	I String
I String (unsigned char);	I String
I String (unsigned long);	I String
I String (unsigned short);	I String
I3StateCheckBox (IWindowHandle *handle*);	I3StateCheckBox
I3StateCheckBox (unsigned long *id*, IWindow *parent, IWindow *owner, const IRectangle &*initial* = IRectangle ( ), const Style &*style* = defaultStyle ( ));	I3StateCheckBox
I3StateCheckBox (unsigned long *id*, IWindow *parentDialog);	I3StateCheckBox
ObjectCursor (const IContainerControl &*container*, const IContainerObject *parentObject);	IContainerControl::ObjectCursor
ObjectCursor (const IContainerControl &*container*, IContainerObject::Emphasis *emphasis* = IContainerObject::none, EnumerationOrder *enumeration* = itemOrder);	IContainerControl::ObjectCursor
PageSettings ( );	INotebook::PageSettings
PageSettings (Attribute *attribute*);	INotebook::PageSettings
PageSettings (const char *tabText, const char *statusText = , Attribute *pageAttribute* = noAttribute);	INotebook::PageSettings
PageSettings (const IBitmapHandle &*tabBitmap*, const char *statusText = , Attribute *pageAttribute* = noAttribute);	INotebook::PageSettings
Settings ( );	IFileDialog::Settings, IHelpWindow::Settings
Settings (IFont *pfont =);	IFontDialog::Settings
TextCursor (const IContainerControl &*container*, const char *text, Boolean *isCaseSensitive* = true, Boolean *isFirstInRecord* = false, Boolean *isExactMatch* = false);	IContainerControl::TextCursor

Destructors

Member Function	Class
~**ChildCursor** ( );	IWindow::ChildCursor
~**IAccelerator** ( );	IAccelerator
virtual ~**IBitmapControl** ( );	IBitmapControl
~**IBitmapHandle** ( );	IBitmapHandle
~**IBuffer** ( );	IBuffer
virtual ~**ICanvas** ( );	ICanvas
virtual ~**IComboBox** ( );	IComboBox
virtual ~**IContainerColumn** ( );	IContainerColumn
virtual ~**IContainerControl** ( );	IContainerControl
virtual ~**IContainerObject** ( );	IContainerObject
virtual ~**IControl** ( ) = ;	IControl
~**ICritSec** ( );	ICritSec
~**IDDEActiveServerSet** ( );	IDDEActiveServerSet
virtual ~**IDDEClientConversation** ( );	IDDEClientConversation
~**IDDEClientHotLinkSet** ( );	IDDEClientHotLinkSet
virtual ~**IDDETopicServer** ( );	IDDETopicServer
virtual ~**IDynamicLinkLibrary** ( );	IDynamicLinkLibrary
virtual ~**IException** ( );	IException
~**IFileDialog** ( );	IFileDialog
virtual ~**IFileDialogHandler** ( );	IFileDialogHandler
virtual ~**IFont** ( );	IFont
~**IFontDialog** ( );	IFontDialog
virtual ~**IFrameWindow** ( );	IFrameWindow
virtual ~**IGUIErrorInfo** ( );	IGUIErrorInfo
~**IHandler** ( );	IHandler
virtual ~**IHelpWindow** ( );	IHelpWindow
virtual ~**IIconControl** ( );	IIconControl
virtual ~**IInfoArea** ( );	IInfoArea
virtual ~**IMenu** ( ) = ;	IMenu
virtual ~**IMenuBar** ( );	IMenuBar
~**IMessageText** ( );	IMessageText
virtual ~**IMultiCellCanvas** ( );	IMultiCellCanvas
virtual ~**IPaintEvent** ( );	IPaintEvent
~**IPointerHandle** ( );	IPointerHandle
virtual ~**IPopUpMenu** ( );	IPopUpMenu

User Interface Library - Operators

Member Function	Class
virtual **~IPrivateResource** ( );	IPrivateResource
virtual **~IProfile** ( );	IProfile
virtual **~IProgressIndicator** ( );	IProgressIndicator
~IRefCounted ( );	IRefCounted
~IReference ( );	IReference
~IResource ( );	IResource
~IResourceLock ( );	IResourceLock
virtual **~ISharedResource** ( );	ISharedResource
virtual **~ISlider** ( );	ISlider
virtual **~ISpinButton** ( );	ISpinButton
virtual **~ISplitCanvas** ( );	ISplitCanvas
virtual **~IStaticText** ( );	IStaticText
~IString ( );	IString
virtual **~ISubMenu** ( );	ISubMenu
virtual **~ISystemErrorInfo** ( );	ISystemErrorInfo
virtual **~ISystemMenu** ( );	ISystemMenu
virtual **~IThread** ( );	IThread
~ITrace ( );	ITrace
virtual **~IVBase** ( );	IVBase
virtual **~IViewPort** ( );	IViewPort
virtual **~IWindow** ( );	IWindow
~Settings ( );	IFileDialog::Settings, IFontDialog::Settings

Operators

Member Function	Class
friend Boolean **operator <** (const char **pString1*, const IString &*string2*);	IString
Boolean **operator <** (const IDate &*aDate*) const;	IDate
Boolean **operator <** (const IPair &*aPair*) const;	IPair
friend Boolean **operator <** (const IString &*string1*, const char **pString2*);	IString
friend Boolean **operator <** (const IString &*string1*, const IString &*string2*);	IString
Boolean **operator <** (const ITime &*aTime*) const;	ITime
friend ostream & **operator <<** (ostream &*aStream*, const IBase &*anObject*);	IBase
friend ostream & **operator <<** (ostream &*aStream*, const IDate &*aDate*);	IDate
friend ostream & **operator <<** (ostream &*aStream*, const IHandle &*aHandle*);	IHandle

User Interface Library - Operators

Member Function	Class
`friend ostream & operator << ( ostream &aStream, const IPair &aRectangle );`	IPair
`friend ostream & operator << ( ostream &aStream, const IRectangle &aRectangle );`	IRectangle
`friend ostream & operator << ( ostream &aStream, const IString &aString );`	IString
`friend ostream & operator << ( ostream &aStream, const ITime &aTime );`	ITime
`friend ostream & operator << ( ostream &aStream, const IVBase &anObject );`	IVBase
`friend Boolean operator <= ( const char *pString1, const IString &string2 );`	IString
`Boolean operator <= ( const IDate &aDate ) const;`	IDate
`Boolean operator <= ( const IPair &aPair ) const;`	IPair
`friend Boolean operator <= ( const IString &string1, const char *pString2 );`	IString
`friend Boolean operator <= ( const IString &string1, const IString &string2 );`	IString
`Boolean operator <= ( const ITime &aTime ) const;`	ITime
`IString operator + ( const char *pString ) const;`	IString
`friend IString operator + ( const char *pString, const IString &aString );`	IString
`friend IPair operator + ( const IPair &pair1, const IPair &pair2 );`	IPair
`IString operator + ( const IString &aString ) const;`	IString
`ITime operator + ( const ITime &aTime ) const;`	ITime
`IDate operator + ( int numDays ) const;`	IDate
`IString & operator += ( const char *pString );`	IString
`IPair & operator += ( const IPair &aPair );`	IPair
`IString & operator += ( const IString &aString );`	IString
`ITime & operator += ( const ITime &aTime );`	ITime
`IDate & operator += ( int numDays );`	IDate
`IString operator | ( const char *pString ) const;`	IString
`friend IString operator | ( const char *pString, const IString &aString );`	IString
`IRectangle operator | ( const IRectangle &aRect ) const;`	IRectangle
`IString operator | ( const IString &aString ) const;`	IString
`IString & operator |= ( const char *pString );`	IString
`IRectangle & operator |= ( const IRectangle &aRect );`	IRectangle
`IString & operator |= ( const IString &aString );`	IString
`IString operator & ( const char *pString ) const;`	IString
`friend IString operator & ( const char *pString, const IString &aString );`	IString
`IRectangle operator & ( const IRectangle &aRect ) const;`	IRectangle
`IString operator & ( const IString &aString ) const;`	IString
`IString & operator &= ( const char *pString );`	IString
`IRectangle & operator &= ( const IRectangle &aRect );`	IRectangle
`IString & operator &= ( const IString &aString );`	IString
`IString operator ~ ( ) const;`	IString
`friend Boolean operator != ( const char *pString1, const IString &string2 );`	IString

User Interface Library - Operators

Member Function	Class
`Boolean` **operator !=** `( const IBitFlag &`*rhs*` ) const;`	IBitFlag
`Boolean` **operator !=** `( const IDate &`*aDate*` ) const;`	IDate
`Boolean` **operator !=** `( const IPair &`*aPair*` ) const;`	IPair
`Boolean` **operator !=** `( const IRectangle &`*aRect*` ) const;`	IRectangle
`friend Boolean` **operator !=** `( const IString &`*string1*`, const char *`*pString2*` );`	IString
`friend Boolean` **operator !=** `( const IString &`*string1*`, const IString &`*string2*` );`	IString
`Boolean` **operator !=** `( const ITime &`*aTime*` ) const;`	ITime
`T &` **operator *** `( ) const;`	IReference
`friend IPair` **operator *** `( const IPair &`*pair1*`, const IPair &`*pair2*` );`	IPair
`friend IPair` **operator *** `( const IPair &`*pair1*`, double` *multiplier* `);`	IPair
`IPair &` **operator *=** `( const IPair &`*aPair*` );`	IPair
`IPair &` **operator *=** `( double` *multiplier* `);`	IPair
`IString` **operator ^** `( const char *`*pString*` ) const;`	IString
`friend IString` **operator ^** `( const char *`*pString*`, const IString &`*aString*` );`	IString
`IString` **operator ^** `( const IString &`*aString*` ) const;`	IString
`IString &` **operator ^=** `( const char *`*pString*` );`	IString
`IString &` **operator ^=** `( const IString &`*aString*` );`	IString
`IPair` **operator -** `( ) const;`	IPair
`long` **operator -** `( const IDate &`*aDate*` ) const;`	IDate
`friend IPair` **operator -** `( const IPair &`*pair1*`, const IPair &`*pair2*` );`	IPair
`ITime` **operator -** `( const ITime &`*aTime*` ) const;`	ITime
`IDate` **operator -** `( int` *numDays* `) const;`	IDate
`T *` **operator ->** `( ) const;`	IReference
`IPair &` **operator -=** `( const IPair &`*aPair*` );`	IPair
`ITime &` **operator -=** `( const ITime &`*aTime*` );`	ITime
`IDate &` **operator -=** `( int` *numDays* `);`	IDate
`friend IPair` **operator /** `( const IPair &`*pair1*`, const IPair &`*pair2*` );`	IPair
`friend IPair` **operator /** `( const IPair &`*pair1*`, double` *divisor* `);`	IPair
`IPair &` **operator /=** `( const IPair &`*aPair*` );`	IPair
`IPair &` **operator /=** `( double` *divisor* `);`	IPair
`friend IPair` **operator %** `( const IPair &`*aPair1*`, long` *divisor* `);`	IPair
`friend IPair` **operator %** `( const IPair &`*pair1*`, const IPair &`*pair2*` );`	IPair
`IPair &` **operator %=** `( const IPair &`*aPair*` );`	IPair
`IPair &` **operator %=** `( long` *divisor* `);`	IPair
`friend Boolean` **operator >** `( const char *`*pString1*`, const IString &`*string2*` );`	IString
`Boolean` **operator >** `( const IDate &`*aDate*` ) const;`	IDate
`Boolean` **operator >** `( const IPair &`*aPair*` ) const;`	IPair
`friend Boolean` **operator >** `( const IString &`*string1*`, const char *`*pString2*` );`	IString

User Interface Library - Operators

Member Function	Class
`friend Boolean` **operator >** `( const IString &`*string1*`, const IString &`*string2*` );`	IString
`Boolean` **operator >** `( const ITime &`*aTime*` ) const;`	ITime
`friend istream &` **operator >>** `( istream &`*aStream*`, IString &`*aString*` );`	IString
`friend Boolean` **operator >=** `( const char *`*pString1*`, const IString &`*string2*` );`	IString
`Boolean` **operator >=** `( const IDate &`*aDate*` ) const;`	IDate
`Boolean` **operator >=** `( const IPair &`*aPair*` ) const;`	IPair
`friend Boolean` **operator >=** `( const IString &`*string1*`, const char *`*pString2*` );`	IString
`friend Boolean` **operator >=** `( const IString &`*string1*`, const IString &`*string2*` );`	IString
`Boolean` **operator >=** `( const ITime &`*aTime*` ) const;`	ITime
`IBitmapHandle &` **operator =** `( const IBitmapHandle &`*handle*` );`	IBitmapHandle
`IDynamicLinkLibrary &` **operator =** `( const IDynamicLinkLibrary &`*dllLibrary*` );`	IDynamicLinkLibrary
`IMessageText &` **operator =** `( const IMessageText &`*text*` );`	IMessageText
`IPointerHandle &` **operator =** `( const IPointerHandle &`*aHandle*` );`	IPointerHandle
`IProfile &` **operator =** `( const IProfile &`*aProfile*` );`	IProfile
`IReference < T > &` **operator =** `( const IReference < T > &`*source*` );`	IReference
`IString &` **operator =** `( const IString &`*aString*` );`	IString
`IThread &` **operator =** `( const IThread &`*aThread*` );`	IThread
`IReference < T > &` **operator =** `( T *`*p*` );`	IReference
`friend Boolean` **operator ==** `( const char *`*pString1*`, const IString &`*string2*` );`	IString
`Boolean` **operator ==** `( const IBitFlag &`*rhs*` ) const;`	IBitFlag
`Boolean` **operator ==** `( const IContainerControl &`*that*` );`	IContainerControl
`Boolean` **operator ==** `( const IContainerObject &`*object*` );`	IContainerObject
`Boolean` **operator ==** `( const IDate &`*aDate*` ) const;`	IDate
`Boolean` **operator ==** `( const IPair &`*aPair*` ) const;`	IPair
`Boolean` **operator ==** `( const IRectangle &`*aRect*` ) const;`	IRectangle
`friend Boolean` **operator ==** `( const IString &`*string1*`, const char *`*pString2*` );`	IString
`friend Boolean` **operator ==** `( const IString &`*string1*`, const IString &`*string2*` );`	IString
`Boolean` **operator ==** `( const ITime &`*aTime*` ) const;`	ITime
`char &` **operator []** `( unsigned` *index* `);`	IString, I String
`const char &` **operator []** `( unsigned` *index* `) const;`	IString, I String
`ISWP &` **operator []** `( unsigned` *index* `);`	ISWPArray
operator char * `( ) const;`	IEventData, IString
operator const char * `( ) const= ;`	IMessageText
`virtual` **operator const char *** `( ) const;`	IErrorInfo, IGUIErrorInfo, ISystemErrorInfo
`void` **operator delete** `( void * );`	IContainerObject
`void` **operator delete** `( void *`*p* `);`	IBuffer
`void *` **operator new** `( size_t` *size* `);`	IContainerObject

Member Function	Class
`void * operator new ( size_t t, unsigned bufLen );`	IBuffer
`operator PtrToFnType ( ) const;`	IProcedureAddress
`operator signed char * ( ) const;`	IString
`operator unsigned char * ( ) const;`	IString
`operator unsigned long ( ) const;`	IEventData, IResourceId
`operator Value ( ) const;`	IHandle

Other Member Functions

Member Function	Class
`virtual Boolean acceptConversation ( unsigned long conversationId, IDDEBeginEvent &event );`	IDDETopicServer
`virtual void acknowledged ( IDDEClientAcknowledgeEvent &event );`	IDDEClientConversation
`virtual void acknowledged ( unsigned long conversationId, IDDEServerAcknowledgeEvent &event );`	IDDETopicServer
`virtual Boolean activated ( IFrameEvent &frameEvent );`	IFrameHandler
`IMultiLineEdit & add ( char *text, unsigned long textSize = , EOLFormat type = cfText );`	IMultiLineEdit
`Boolean add ( const char *string, Cursor &cursor, Boolean immediateUpdate = false );`	ISpinButton
`Boolean add ( const char *strItem, Cursor &cursor );`	IComboBox, IListBox
`Boolean add ( const IResourceId &resid, Cursor &cursor );`	IComboBox, IListBox
`unsigned long add ( unsigned long index, const char *text );`	IComboBox, IListBox
`unsigned long add ( unsigned long index, const IResourceId &resid );`	IComboBox, IListBox
`unsigned long addAscending ( const char *text );`	IComboBox, IListBox
`unsigned long addAscending ( const IResourceId &resid );`	IComboBox, IListBox
`ISpinButton & addAsFirst ( const char *string, Cursor &object, Boolean immediateUpdate = false );`	ISpinButton
`IComboBox & addAsFirst ( const char *strItem, Cursor &cursor );`	IComboBox
`IListBox & addAsFirst ( const char *strItem, Cursor &cursor );`	IListBox
`unsigned long addAsFirst ( const char *text );`	IComboBox, IListBox
`unsigned long addAsFirst ( const IResourceId &resid );`	IComboBox, IListBox
`IComboBox & addAsFirst ( const IResourceId &resid, Cursor &cursor );`	IComboBox
`IListBox & addAsFirst ( const IResourceId &resid, Cursor &cursor );`	IListBox
`IMultiLineEdit & addAsLast ( char *text, unsigned long textSize = , EOLFormat type = cfText );`	IMultiLineEdit
`ISpinButton & addAsLast ( const char *string, Cursor &object, Boolean immediateUpdate = false );`	ISpinButton
`IComboBox & addAsLast ( const char *strItem, Cursor &cursor );`	IComboBox

User Interface Library - Other Member Functions

Member Function	Class
IListBox & **addAsLast** (const char *strItem, Cursor &cursor);	IListBox
unsigned long **addAsLast** (const char *text);	IComboBox, IListBox
unsigned long **addAsLast** (const IResourceId &resid);	IComboBox, IListBox
IComboBox & **addAsLast** (const IResourceId &resid, Cursor &cursor);	IComboBox
IListBox & **addAsLast** (const IResourceId &resid, Cursor &cursor);	IListBox
ISpinButton & **addAsNext** (const char *string, Cursor &cursor, Boolean immediateUpdate = false);	ISpinButton
IComboBox & **addAsNext** (const char *strItem, Cursor &cursor);	IComboBox
IListBox & **addAsNext** (const char *strItem, Cursor &cursor);	IListBox
IComboBox & **addAsNext** (const IResourceId &resid, Cursor &cursor);	IComboBox
IListBox & **addAsNext** (const IResourceId &resid, Cursor &cursor);	IListBox
IMenu & **addAt** (IMenuItem &menuItem, Cursor &cursor);	IMenu
ISubMenu & **addAt** (IMenuItem &menuItem, Cursor &cursor);	ISubMenu
IMultiLineEdit & **addAtOffset** (char *text, unsigned long charnumber, unsigned long textSize = , EOLFormat type = cfText);	IMultiLineEdit
ISubMenu & **addBitmap** (unsigned long newItemId, const IBitmapHandle &itemBitmap,	ISubMenu
IMenu & **addBitmap** (unsigned long newItemId, const IBitmapHandle &itemBitmap, unsigned long intoSubMenuId =);	IMenu
IMenu & **addBitmap** (unsigned long newItemId, const IResourceId &bitmapResId, unsigned long intoSubMenuId =);	IMenu
ISubMenu & **addBitmap** (unsigned long newItemId, const IResourceId &newItemBitmapResId);	ISubMenu
IMenu & **addBitmap** (unsigned long newItemId, unsigned long bitmapResId, unsigned long intoSubMenuId =);	IMenu
ISubMenu & **addBitmap** (unsigned long newItemId, unsigned long newItemBitmapResId);	ISubMenu
virtual IContainerControl & **addColumn** (const IContainerColumn *column, const IContainerColumn *afterColumn =);	IContainerControl
IFrameWindow & **addDefaultHandler** ( );	IFrameWindow
unsigned long **addDescending** (const char *text);	IComboBox, IListBox
unsigned long **addDescending** (const IResourceId &resid);	IComboBox, IListBox
unsigned long **addDetent** (unsigned long offset);	ISlider
Settings & **addDrive** (char *drive);	IFileDialog::Settings
virtual IFrameWindow & **addExtension** (IWindow *aWindow, Location aLocation, double percentage, SeparatorType separator = thinLine);	IFrameWindow
virtual IFrameWindow & **addExtension** (IWindow *aWindow, Location aLocation, int widthOrHeight, SeparatorType separator = thinLine);	IFrameWindow
virtual IFrameWindow & **addExtension** (IWindow *aWindow, Location aLocation, unsigned long widthOrHeight, SeparatorType separator = thinLine);	IFrameWindow
Settings & **addFileType** (char *fileType);	IFileDialog::Settings
virtual IPageHandle **addFirstPage** (const PageSettings &pageInfo, IWindow *window);	INotebook

User Interface Library - Other Member Functions

Member Function	Class
IWindow & **addHandler** (IHandler *newHandler);	IWindow
ISubMenu & **addItem** (IMenuItem &menuItem);	ISubMenu
IMenu & **addItem** (IMenuItem &menuItem, unsigned long intoSubMenuId =);	IMenu
virtual IPageHandle **addLastPage** (const PageSettings &pageInfo, IWindow *window =);	INotebook
IHelpWindow & **addLibraries** (const char *helpLibraryNames);	IHelpWindow
IMultiLineEdit & **addLine** (char *text, unsigned long linenumber, EOLFormat type = cfText);	IMultiLineEdit
IMultiLineEdit & **addLineAsLast** (char *text, EOLFormat type = cfText);	IMultiLineEdit
virtual IException & **addLocation** (const IExceptionLocation &location);	IException
IMenu & **addNextAt** (IMenuItem &menuItem, Cursor &cursor);	IMenu
ISubMenu & **addNextAt** (IMenuItem &menuItem, Cursor &cursor);	ISubMenu
virtual IContainerControl & **addObject** (const IContainerObject *newObject, IContainerObject *parentObject =);	IContainerControl
virtual IContainerControl & **addObjectAfter** (const IContainerObject *newObject, const IContainerObject *afterObject, IContainerObject *parentObject =);	IContainerControl
ISpinButton & **addOrReplaceElements** (const Cursor &object);	ISpinButton
IProfile & **addOrReplaceElementWithKey** (const char *key, const IString &data, const char *applName =);	IProfile
IProfile & **addOrReplaceElementWithKey** (const char *key, long data, const char *applName =);	IProfile
virtual IPageHandle **addPageAfter** (const PageSettings &pageInfo, const Cursor &cursor, IWindow *window =);	INotebook
virtual IPageHandle **addPageAfter** (const PageSettings &pageToAdd, const IPageHandle &referencePage, IWindow *window =);	INotebook
virtual IPageHandle **addPageBefore** (const PageSettings &pageInfo, const Cursor &cursor, IWindow *window =);	INotebook
virtual IPageHandle **addPageBefore** (const PageSettings &pageInfoToAdd, const IPageHandle &referencePage, IWindow *window =);	INotebook
virtual void **addRef** ( );	IRefCounted
void **addRef** ( );	IBuffer
virtual IMenu & **addSeparator** (unsigned long intoSubMenuId =);	IMenu
virtual ISubMenu & **addSeparator** (unsigned long newItemId);	ISubMenu
IMenu & **addSeparator** (unsigned long newItemId, unsigned long intoSubMenuId);	IMenu
virtual void **addSourceEmphasis** (const IMenuEvent &menuEvent);	ICnrMenuHandler, IMenuHandler
virtual IMenu & **addSubMenu** (unsigned long itemId);	IMenu
virtual IMenu & **addSubMenu** (unsigned long itemId, const IResourceId &subMenuResId);	IMenu
ISubMenu & **addText** (unsigned long newItemId, const char *itemText);	ISubMenu
IMenu & **addText** (unsigned long newItemId, const char *itemText, unsigned long intoSubMenuId =);	IMenu
ISubMenu & **addText** (unsigned long newItemId, const IResourceId &newItemTextResId);	ISubMenu

User Interface Library - Other Member Functions

Member Function	Class
IMenu & **addText** (unsigned long *newItemId*, const IResourceId &*textResId*, unsigned long *intoSubMenuId* =);	IMenu
virtual IMultiCellCanvas & **addToCell** (IWindow *childWindow, unsigned long *startingColumn*, unsigned long *startingRow*, unsigned long *numberOfColumns* = 1, unsigned long *numberOfRows* = 1);	IMultiCellCanvas
virtual IFrameWindow & **addToWindowList** ( );	IFrameWindow
static void **addToWindowSet** (IWindow *window, const IWindowHandle &*windowHandle*);	IWindow
static unsigned **adjustArg** (unsigned *index*);	I String
IApplication & **adjustPriority** (int *adjustment*, Boolean *setDescendents* = false);	IApplication
virtual IThread & **adjustPriority** (int *delta*);	IThread
static unsigned **adjustResult** (unsigned *index*);	I String
Alignment **alignment** ( ) const;	IEntryField, IProgressIndicator, ISetCanvas, ISpinButton, IStaticText
IContainerControl & **allObjectsDo** (IContainerControl::Iterator &*iteratorObject*, Boolean *includeDescendents* = false);	IContainerControl
virtual IBuffer * **allocate** (unsigned *bufLength*) const;	IBuffer
IBuffer * **allocate** (unsigned *newLen*) const;	IDBCSBuffer
Boolean **allowsMouseClickFocus** ( ) const;	IButton
long **amount** ( ) const;	ICnrScrollEvent
virtual IAnchorBlockHandle **anchorBlock** ( ) const;	ICurrentThread
IException & **appendText** (const char *errorText);	IException
IString **application** ( ) const;	IDDEActiveServer, IDDEBeginEvent, IDDEClientConversation, IDDEClientEndEvent, IDDETopicServer
IString **applicationOrKeyAt** (const Cursor &*cursor*) const;	IProfile
unsigned char **applicationSpecificData** ( ) const;	IDDEAcknowledgeEvent
IString & **applyBitOp** (const char *pArg, unsigned *argLen*, BitOperator *op*);	IString
virtual Boolean **applyTo** (IContainerObject *object*)= ;	IContainerControl::Iterator
Coord **area** ( ) const;	IRectangle
Boolean **areChildrenReversed** ( ) const;	ICanvas
virtual int **argc** ( ) const;	ICurrentApplication
virtual IString **argv** (int *argNo*) const;	ICurrentApplication
unsigned long **armPixelOffset** ( ) const;	IProgressIndicator
unsigned long **armRange** ( ) const;	IProgressIndicator
ISize **armSize** ( ) const;	ISlider
unsigned long **armTickOffset** ( ) const;	IProgressIndicator
IContainerControl & **arrangeIconView** ( );	IContainerControl
virtual Boolean **arrowDown** (IControlEvent &*event*);	ISpinHandler
virtual Boolean **arrowUp** (IControlEvent &*event*);	ISpinHandler

User Interface Library - Other Member Functions

Member Function	Class
IString **asDebugInfo** ( ) const;	IBase, IHandle, IPair, IRectangle, IString
virtual IString **asDebugInfo** ( ) const;	IApplication, IBuffer, ICurrentApplication, IDynamicLinkLibrary, IHandler, IResourceId, IResourceLibrary, IThread, IVBase, IWindow
double **asDouble** ( ) const;	IString
unsigned long **asIndex** ( ) const;	IComboBox::Cursor, IListBox::Cursor
long **asInt** ( ) const;	IString
struct _POINTL **asPOINTL** ( ) const;	IPoint
struct _RECTL **asRECTL** ( ) const;	IRectangle
long **asRGBLong** ( ) const;	IColor
long **asSeconds** ( ) const;	ITime
static void **assertParameter** (const char **exceptionText*, IExceptionLocation *location*);	IException
struct _SIZEL **asSIZEL** ( ) const;	ISize
IHelpWindow & **associateWindow** (IFrameWindow **frameWindow*);	IHelpWindow
IString **asString** ( ) const;	IBase, IHandle, IPair, IRectangle, IString
virtual IString **asString** ( ) const;	IApplication, IDynamicLinkLibrary, IHandler, IResourceId, IResourceLibrary, IThread, IVBase, IWindow
IString **asString** (const char **fmt*) const;	IDate
IString **asString** (const char **fmt* = " % X") const;	ITime
IString **asString** (YearFormat *yearFmt* = yy) const;	IDate
unsigned long **asUnsigned** ( ) const;	IString
unsigned long **asUnsignedLong** ( ) const;	IBitFlag, IEventData
Boolean **atBottomDelta** ( ) const;	ICnrQueryDeltaEvent
Boolean **atFirstObject** ( ) const;	ICnrQueryDeltaEvent
Boolean **atLastObject** ( ) const;	ICnrQueryDeltaEvent
unsigned long **attachedToId** ( ) const;	IFrameExtension
ISWP **attachTo** (ISWP &*baseSWP*);	IFrameExtension
Boolean **atTopDelta** ( ) const;	ICnrQueryDeltaEvent
unsigned long **attribute** ( ) const;	IMenuItem
unsigned long **attributes** (const IContainerObject **object*) const;	IContainerControl
virtual Boolean **autoInitPM** ( ) const;	IThread
unsigned long **avgCharWidth** ( ) const;	IFont
unsigned long **avgLowercase** ( ) const;	IFont

User Interface Library - Other Member Functions

Member Function	Class
`unsigned long` **avgUppercase** `( ) const;`	IFont
`IMiniCnrRecord *` **baseRecord** `( );`	IContainerObject
`virtual unsigned long` **baseRecordSize** `( );`	IContainerControl
`virtual Boolean` **begin** `( const char *`*applicationName*`, const char *`*topicName* `);`	IDDEClientConversation
`virtual IDDEClientConversation &` **begin** `( const IWindowHandle &`*serverHandle* `);`	IDDEClientConversation
`virtual IDDETopicServer &`**beginConversation** `( const IWindowHandle &`*clientHandle* `);`	IDDETopicServer
`virtual Boolean` **beginEdit** `( ICnrBeginEditEvent &`*event* `);`	ICnrEditHandler
`virtual IFrameWindow &` **beginFlashing** `( );`	IFrameWindow
`virtual IDDEClientConversation &` **beginHotLink** `( const char *`*item*`, const char *`*format* `= "#1", Boolean` *sendData* `= true, Boolean` *pacing* `= false );`	IDDEClientConversation
`virtual Boolean` **beginHotLink** `( unsigned long` *conversationId*`, IDDEServerHotLinkEvent &`*event* `);`	IDDETopicServer
`IFont &` **beginUsingFont** `( IPresSpaceHandle` *hps* `);`	IFont
`virtual Binding` **binding** `( ) const;`	INotebook
`IBitmapHandle` **bitmap** `( ) const;`	IBitmapControl, IMenuItem
`unsigned char` **blueMix** `( ) const;`	IColor
`Coord` **bottom** `( ) const;`	IRectangle
`IPoint` **bottomCenter** `( ) const;`	IRectangle
`IPoint` **bottomLeft** `( ) const;`	IRectangle
`IPoint` **bottomRight** `( ) const;`	IRectangle
`IBuffer *` **buffer** `( ) const;`	IString
`IString` **buffer** `( ) const;`	IDDEEvent
`long` **buttonPressedId** `( ) const;`	IFileDialog, IFontDialog
`ButtonsPosition` **buttonsPosition** `( ) const;`	ISlider
`IString &` **b2c** `( );`	IString
`static IString` **b2c** `( const IString &`*aString* `);`	IString
`IString &` **b2d** `( );`	IString
`static IString` **b2d** `( const IString &`*aString* `);`	IString
`IString &` **b2x** `( );`	IString
`static IString` **b2x** `( const IString &`*aString* `);`	IString
`virtual ISize` **calcMinimumSize** `( ) const;`	IBitmapControl, ICanvas, ICheckBox, IComboBox, IContainerControl, IEntryField, IGroupBox, IIconControl, INotebook, IProgressIndicator, IPushButton, IRadioButton, IScrollBar, ISpinButton, IStaticText, IViewPort, IWindow, I3StateCheckBox
`IPoint` **center** `( ) const;`	IRectangle
`static IString` **center** `( const IString &`*aString*`, unsigned` *length*`, char` *padCharacter* `= ' ' );`	IString

User Interface Library - Other Member Functions

Member Function	Class
IString & **center** (unsigned *length*, char *padCharacter* = ' ');	IString
IBuffer * **center** (unsigned *newLen*, char *padCharacter*);	IDBCSBuffer
virtual IBuffer * **center** (unsigned *newLen*, char *padCharacter*);	IBuffer
IRectangle & **centerAt** (const IPoint &*aPoint*);	IRectangle
IRectangle **centeredAt** (const IPoint &*aPoint*) const;	IRectangle
IString & **change** (const char **pInputString*, const char **pOutputString*, unsigned *startPos* = 1, unsigned *numChanges* = UINT_MAX);	IString
IString & **change** (const char **pInputString*, const IString &*outputString*, unsigned *startPos* = 1, unsigned *numChanges* = UINT_MAX);	IString
I String & **change** (const char **pPattern*, const char **pReplacement*, unsigned *startPos* = , unsigned *numChanges* = UINT_MAX);	I String
I String & **change** (const char **pPattern*, const IString &*aReplacement*, unsigned *startPos* = , unsigned *numChanges* = UINT_MAX);	I String
IString & **change** (const char **pPattern*, unsigned *patternLen*, const char **pReplacement*, unsigned *replacementLen*, unsigned *startPos*, unsigned *numChanges*);	IString
virtual IBuffer * **change** (const char **pSource*, unsigned *sourceLen*, const char **pTarget*, unsigned *targetLen*, unsigned *startPos*, unsigned *numChanges*);	IBuffer
I String & **change** (const IString &*aPattern*, const char **pReplacement*, unsigned *startPos* = , unsigned *numChanges* = UINT_MAX);	I String
I String & **change** (const IString &*aPattern*, const IString &*aReplacement*, unsigned *startPos* = , unsigned *numChanges* = UINT_MAX);	I String
static IString **change** (const IString &*aString*, const char **pInputString*, const char **pOutputString*, unsigned *startPos* = 1, unsigned *numChanges* = UINT_MAX);	IString
static I String **change** (const IString &*aString*, const char **pInputString*, const char **pOutputString*, unsigned *startPos* = , unsigned *numChanges* = UINT_MAX);	I String
static IString **change** (const IString &*aString*, const char **pInputString*, const IString &*outputString*, unsigned *startPos* = 1, unsigned *numChanges* = UINT_MAX);	IString
static I String **change** (const IString &*aString*, const char **pInputString*, const IString &*outputString*, unsigned *startPos* = , unsigned *numChanges* = UINT_MAX);	I String
static IString **change** (const IString &*aString*, const IString &*inputString*, const char **pOutputString*, unsigned *startPos* = 1, unsigned *numChanges* = UINT_MAX);	IString
static IString **change** (const IString &*aString*, const IString &*inputString*, const IString &*outputString*, unsigned *startPos* = 1, unsigned *numChanges* = UINT_MAX);	IString
static I String **change** (const IString &*aString*, const IString &*inputString*, const char **pOutputString*, unsigned *startPos* = , unsigned *numChanges* = UINT_MAX);	I String

User Interface Library - Other Member Functions

Member Function	Class
`static I String` **change** `( const IString &`*aString*`, const IString &`*inputString*`, const IString &`*outputString*`, unsigned` *startPos* `= , unsigned` *numChanges* `= UINT_MAX );`	`I String`
`IString &` **change** `( const IString &`*inputString*`, const char *`*pOutputString*`, unsigned` *startPos* `= 1, unsigned` *numChanges* `= UINT_MAX );`	`IString`
`IString &` **change** `( const IString &`*inputString*`, const IString &`*outputString*`, unsigned` *startPos* `= 1, unsigned` *numChanges* `= UINT_MAX );`	`IString`
`Boolean` **changed** `( IContainerObject::Emphasis ) const;`	`ICnrEmphasisEvent`
`char` **character** `( ) const;`	`IKeyboardEvent`
`virtual Boolean` **characterKeyPress** `( IKeyboardEvent &`*keyevt* `);`	`IKeyboardHandler`
`ISize` **characterSize** `( );`	`IControl`
`CharType` **charType** `( ) const;`	`IEntryField`
`IStringEnum::CharType` **charType** `( unsigned` *index* `) const;`	`IDBCSBuffer, IString, I String`
`virtual IStringEnum::CharType` **charType** `( unsigned` *index* `) const;`	`IBuffer`
`unsigned long` **charWidth** `( char` *c* `) const;`	`IFont`
`char` **char1** `( ) const;`	`IEventData`
`char` **char2** `( ) const;`	`IEventData`
`char` **char3** `( ) const;`	`IEventData`
`char` **char4** `( ) const;`	`IEventData`
`static unsigned` **checkAddition** `( unsigned` *addend1*`, unsigned` *addend2* `);`	`IBuffer`
`virtual IMenu &` **checkItem** `( unsigned long` *itemId*`, Boolean` *check* `= true );`	`IMenu`
`virtual ISubMenu &` **checkItem** `( unsigned long` *itemId*`, Boolean` *checked* `= true );`	`ISubMenu`
`static unsigned` **checkMultiplication** `( unsigned` *factor1*`, unsigned` *factor2* `);`	`IBuffer`
`IWindowHandle` **childAt** `( const ChildCursor &`*aCursor* `) const;`	`IWindow`
`const char *` **className** `( ) const;`	`IDBCSBuffer`
`virtual const char *` **className** `( ) const;`	`IBuffer`
`virtual IEntryField &` **clear** `( );`	`IEntryField`
`virtual IMultiLineEdit &` **clear** `( );`	`IMultiLineEdit`
`IPaintEvent &` **clearBackground** `( const IColor &`*background* `= IGUIColor ( IGUIColor::desktopBgnd ) );`	`IPaintEvent`
`IPaintEvent &` **clearBackground** `( const IRectangle &`*fillRectangle*`, const IColor &`*background* `= IGUIColor ( IGUIColor::desktopBgnd ) );`	`IPaintEvent`
`IResourceLock &` **clearLock** `( );`	`IResourceLock`
`virtual IButton &` **click** `( );`	`IButton`
`virtual IControl *` **client** `( ) const;`	`IFrameWindow`
`IWindowHandle` **clientHandle** `( ) const;`	`IDDEClientConversation`
`IRectangle` **clientRect** `( ) const;`	`IFrameFormatEvent`
`Boolean` **clipboardHasTextFormat** `( ) const;`	`ITextControl`
`virtual IDynamicLinkLibrary &` **close** `( );`	`IDynamicLinkLibrary`
`virtual IFrameWindow &` **close** `( );`	`IFrameWindow`

User Interface Library - Other Member Functions

Member Function	Class
virtual Boolean **closed** (IFrameEvent &*frameEvent*);	IFrameHandler
virtual IContainerControl & **closeEdit** ( );	IContainerControl
IContainerControl & **collapse** (IContainerObject **object*);	IContainerControl
virtual IContainerControl & **collapseTree** ( );	IContainerControl
IColor **color** ( ) const;	IMultiCellCanvas
IColor **color** (ColorArea *area*) const;	IButton, ICanvas, IContainerControl, IEntryField, IFrameWindow, IGroupBox, IListBox, IMenu, IMultiLineEdit, IOutlineBox, IProgressIndicator, IScrollBar, ISetCanvas, ISpinButton, IStaticText, ITitle, IViewPort
virtual IColor **color** (ColorArea *area*) const;	INotebook
IColor **color** (SplitBarArea *value*) const;	ISplitCanvas
IColor **color** (unsigned long *colorArea*) const;	IWindow
IColor **color** (unsigned long *colorArea*, const IColor &*defaultColor*) const;	IWindow
IContainerColumn * **column** ( );	ICnrEditEvent, ICnrHelpEvent
virtual IContainerColumn * **column** ( ) const;	ICnrDrawItemEvent
IContainerColumn * **column** (IContainerColumn **column*, unsigned long *command*, Boolean *visible*);	IContainerControl
IContainerColumn * **columnAt** (const ColumnCursor &*cursor*) const;	IContainerControl
IContainerColumn * **columnAt** (unsigned long *index*) const;	IContainerControl
unsigned long **columnCount** ( ) const;	IContainerControl
_FIELDINFO * **columnInfo** ( ) const;	IContainerColumn
IContainerColumn * **columnUnderPoint** (const IPoint &*point*) const;	IContainerControl
unsigned long **columnWidth** (unsigned long *column*) const;	IMultiCellCanvas
virtual Boolean **command** (ICommandEvent &*event*);	ICommandHandler, IFrameHandler
unsigned long **commandId** ( ) const;	ICommandEvent, IHelpMenuBarEvent
IString **commands** ( ) const;	IDDEAcknowledgeExecuteEvent, IDDEExecuteEvent
CommandType **commandType** ( ) const;	IMenuItem
IWindowHandle **communicationWindow** ( ) const;	IHelpWindow
virtual Comparison **compare** (const void **p*, unsigned *len*) const;	IBuffer
IContainerControl * **container** ( ) const;	ICnrEditEvent, IContainerColumn
virtual IContainerControl * **container** ( ) const;	ICnrDrawBackgroundEvent, ICnrDrawItemEvent
unsigned long **containerAttributes** ( ) const;	IContainerControl
static IContainerControl * **containerFromHandle** (const IWindowHandle &*handle*);	IContainerControl
unsigned long **containerId** ( ) const;	ICnrEvent
virtual void **containerInfo** ( ) const;	IContainerControl
static IPrivateResource & **containerKey** ( );	IContainerControl

User Interface Library - Other Member Functions

Member Function	Class
`static ICnrControlList & containerList ( );`	IContainerControl
`Boolean contains ( const IPoint &aPoint ) const;`	IRectangle
`Boolean contains ( const IRectangle &aRect ) const;`	IRectangle
`Boolean containsApplication ( const char *applName ) const;`	IProfile
`Boolean containsKeyName ( const char *key, const char *applName = ) const;`	IProfile
`Boolean containsObject ( const IContainerObject *object ) const;`	IContainerControl
`char * contents ( );`	IBuffer
`const char * contents ( ) const;`	IBuffer
`IWindowHandle contentsWindow ( ) const;`	IHelpWindow
`IWindow * control ( ) const;`	IFrameExtension
`unsigned long controlId ( ) const;`	IControlEvent
`unsigned short controlId ( ) const;`	IHelpNotifyEvent
`virtual Boolean controlSelect ( IHelpNotifyEvent &notifyEvent );`	IHelpHandler
`IWindow * controlWindow ( ) const;`	IControlEvent
`unsigned long conversationCount ( ) const;`	IDDETopicServer
`virtual void conversationEnded ( IDDEClientEndEvent &event );`	IDDEClientConversation
`virtual void conversationEnded ( unsigned long conversationId, IDDEEndEvent &event );`	IDDETopicServer
`IRectangle convertToWorkspace ( const IRectangle &windowRectangle, Boolean rightWindow = false ) const;`	IContainerControl
`Coord coord1 ( ) const;`	IPair
`Coord coord2 ( ) const;`	IPair
`virtual IEntryField & copy ( );`	IEntryField
`virtual IMultiLineEdit & copy ( );`	IMultiLineEdit
`static IString copy ( const IString &aString, unsigned numCopies );`	IString
`IString & copy ( unsigned numCopies );`	IString
`virtual IBuffer * copy ( unsigned numCopies );`	IBuffer
`IContainerObject * copyObjectTo ( IContainerObject *copyObject, IContainerObject *parentObject = , IContainerControl *newContainer = , IContainerObject *afterObject = , const IPoint &iconViewLocation = IPoint ( , ) );`	IContainerControl
`unsigned long count ( ) const;`	IComboBox, IListBox
`IWindowHandle coverpageWindow ( ) const;`	IHelpWindow
`IFrameWindow & create ( unsigned long id, const char *title, unsigned long style, const char *windowClass, const IWindowHandle &parent, const IWindowHandle &owner, const IRectangle &initRect, const void *ctlData, const void *presParams );`	IFrameWindow
`void create ( unsigned long windowId, unsigned long parent, unsigned long owner, unsigned long style, const IRectangle &initial, void *sliderData );`	IProgressIndicator
`static ICurrentApplication & current ( );`	IApplication
`static ICurrentThread & current ( );`	IThread
`virtual IContainerColumn * current ( ) const;`	IContainerControl::ColumnCursor

User Interface Library - Other Member Functions

Member Function	Class
virtual IContainerObject * **current** ( ) const;	IContainerControl::ObjectCursor, IContainerControl::TextCursor
virtual IPageHandle **current** ( ) const;	INotebook::Cursor
IContainerColumn * **currentEditColumn** ( );	IContainerControl
IMultiLineEdit * **currentEditMLE** ( );	IContainerControl
IContainerObject * **currentEditObject** ( );	IContainerControl
static IThreadId **currentId** ( );	IThread
long **currentNumber** ( ) const;	ISpinButton
static IProcessId **currentPID** ( );	IApplication
IString **currentText** ( ) const;	ICnrBeginEditEvent, ICnrEndEditEvent, ISpinButton
virtual IString **currentText** ( );	ICnrReallocStringEvent
unsigned long **cursor** ( ) const;	IMultiLineEdit
Cursor **cursor** (unsigned long *itemId*) const;	ISubMenu
Cursor **cursor** (unsigned long *itemId*, unsigned long *inSubMenuId* =) const;	IMenu
virtual Boolean **cursoredChanged** (ICnrEmphasisEvent &*event*);	ICnrHandler
IContainerObject * **cursoredObject** ( ) const;	IContainerControl
virtual IEntryField & **cut** ( );	IEntryField
virtual IMultiLineEdit & **cut** ( );	IMultiLineEdit
IString & **c2b** ( );	IString
static IString **c2b** (const IString &*aString*);	IString
IString & **c2d** ( );	IString
static IString **c2d** (const IString &*aString*);	IString
IString & **c2x** ( );	IString
static IString **c2x** (const IString &*aString*);	IString
char * **data** ( ) const;	IString
IString **data** ( ) const;	IDDEDataEvent, IDDEServerAcknowledgeEvent
virtual Boolean **data** (IDDEDataEvent &*event*)= ;	IDDEClientConversation
virtual unsigned long **dataAttributes** ( ) const;	IContainerColumn
IString **dayName** ( ) const;	IDate
static IString **dayName** (DayOfWeek *aDay*);	IDate
int **dayOfMonth** ( ) const;	IDate
DayOfWeek **dayOfWeek** ( ) const;	IDate
int **dayOfYear** ( ) const;	IDate
static int **daysInMonth** (Month *aMonth*, int *aYear*);	IDate
static int **daysInYear** (int *aYear*);	IDate
virtual Boolean **deactivated** (IFrameEvent &*frameEvent*);	IFrameHandler
unsigned long **deckCount** ( ) const;	ISetCanvas

User Interface Library - Other Member Functions

Member Function	Class
`DeckOrientation` **deckOrientation** `( ) const;`	ISetCanvas
`virtual IContainerObject &` **decrementUseCount** `( );`	IContainerObject
`const IString &` **defaultApplicationName** `( ) const;`	IProfile
`static Attribute` **defaultAttribute** `( );`	IContainerControl, IMenuItem
`static Boolean` **defaultAutoInitPM** `( );`	IThread
`static char *` **defaultBuffer** `( );`	IString
`static IBuffer *` **defaultBuffer** `( );`	IBuffer
`static ISize` **defaultCell** `( );`	IMultiCellCanvas
`static Style` **defaultDataStyle** `( );`	IContainerColumn
`static Style` **defaultHeadingStyle** `( );`	IContainerColumn
`IWindow &` **defaultProcedure** `( IEvent &`*event* `);`	IWindow
`virtual IEventResult` **defaultProcedure** `( IEvent &`*event* `);`	IHandler
`static long` **defaultQueueSize** `( );`	IThread
`static unsigned long` **defaultStackSize** `( );`	IThread
`static Style` **defaultStyle** `( );`	IBitmapControl, ICanvas, ICheckBox, IComboBox, IContainerControl, IEntryField, IFileDialog, IFontDialog, IFrameWindow, IGroupBox, IIconControl, IListBox, IMenu, IMenuBar, IMenuItem, IMultiLineEdit, INotebook, IOutlineBox, IProgressIndicator, IPushButton, IRadioButton, IScrollBar, ISetCanvas, ISlider, ISpinButton, ISplitCanvas, IStaticText, IViewPort, I3StateCheckBox
`virtual IContainerControl &` **deleteAllObjects** `( );`	IContainerControl
`IMenu &` **deleteAt** `( Cursor &`*cursor* `);`	IMenu
`ISubMenu &` **deleteAt** `( Cursor &`*cursor* `);`	ISubMenu
`IProfile &` **deleteElementWithApplication** `( const char *`*applName* `= );`	IProfile
`IProfile &` **deleteElementWithKey** `( const char *`*key*`, const char *`*applName* `= )`	IProfile
`Boolean` **deleteIsInProcess** `( ) const;`	IWindow
`virtual IMenu &` **deleteItem** `( unsigned long` *itemId* `);`	IMenu
`virtual ISubMenu &` **deleteItem** `( unsigned long` *itemId* `);`	ISubMenu
`virtual IContainerControl &` **deleteSelectedObjects** `( );`	IContainerControl
`virtual Boolean` **deltaReached** `( ICnrQueryDeltaEvent &`*event* `);`	ICnrHandler
`ICnrObjectSet` **descendentsOf** `( IContainerObject *`*parentObject* `) const;`	IContainerControl
`ISettingButton &` **deselect** `( );`	ISettingButton
`IComboBox &` **deselect** `( unsigned long` *index* `);`	IComboBox
`IListBox &` **deselect** `( unsigned long` *index* `);`	IListBox
`IComboBox &` **deselectAll** `( );`	IComboBox

User Interface Library - Other Member Functions

Member Function	Class
IListBox & **deselectAll** ( );	IListBox
static IWindow * **desktopWindow** ( );	IWindow
IRectangle **detailObjectRectangle** (const IContainerObject **object*, Boolean *rightWindow* = false) const;	IContainerControl
IRectangle **detailObjectRectangle** (const IContainerObject **object*, const IContainerColumn **column*) const;	IContainerControl
IRectangle **detailsViewportOnWindow** (Boolean *rightSide* = false) const;	IContainerControl
IRectangle **detailsViewportOnWorkspace** (Boolean *rightSide* = false) const;	IContainerControl
IContainerColumn * **detailsViewSplit** ( ) const;	IContainerControl
unsigned long **detentPosition** (unsigned long *detentId*) const;	ISlider
IEntryField & **disable** ( );	IEntryField
virtual IHandler & **disable** ( );	IHandler
virtual IWindow & **disable** ( );	IWindow
IEntryField & **disableAutoScroll** ( );	IEntryField
virtual ICheckBox & **disableAutoSelect** ( );	ICheckBox
virtual IRadioButton & **disableAutoSelect** ( );	IRadioButton
virtual ISettingButton & **disableAutoSelect** ( )= ;	ISettingButton
virtual I3StateCheckBox & **disableAutoSelect** ( );	I3StateCheckBox
IEntryField & **disableAutoTab** ( );	IEntryField
IPushButton & **disableBorder** ( );	IPushButton
ISpinButton & **disableBorder** ( );	ISpinButton
IContainerControl & **disableCaching** ( );	IContainerControl
IEntryField & **disableCommand** ( );	IEntryField
IRadioButton & **disableCursorSelect** ( );	IRadioButton
IEntryField & **disableDataUpdate** ( );	IEntryField
IMultiLineEdit & **disableDataUpdate** ( );	IMultiLineEdit
virtual IContainerColumn & **disableDataUpdate** ( );	IContainerColumn
virtual IContainerObject & **disableDataUpdate** (IContainerControl **container*=);	IContainerObject
IContainerControl & **disableDataUpdate** (IContainerObject **object*);	IContainerControl
IPushButton & **disableDefault** ( );	IPushButton
IContainerControl & **disableDrawBackground** ( );	IContainerControl
IContainerControl & **disableDrawItem** ( );	IContainerControl
IListBox & **disableDrawItem** ( );	IListBox
IProgressIndicator & **disableDrawItem** ( );	IProgressIndicator
virtual IContainerObject & **disableDrop** (IContainerControl **container* =);	IContainerObject
IContainerControl & **disableDrop** (IContainerObject **object*);	IContainerControl
virtual IString **disabledText** ( ) const;	IInfoArea
IListBox & **disableExtendedSelect** ( );	IListBox

User Interface Library - Other Member Functions

Member Function	Class
IStaticText & **disableFillBackground** ( );	IStaticText
IControl & **disableGroup** ( );	IControl
virtual IContainerColumn & **disableHeadingUpdate** ( );	IContainerColumn
IPushButton & **disableHelp** ( );	IPushButton
IEntryField & **disableInsertMode** ( );	IEntryField
virtual IMenu & **disableItem** (unsigned long *itemId*);	IMenu
virtual ISubMenu & **disableItem** (unsigned long *itemId*);	ISubMenu
IEntryField & **disableMargin** ( );	IEntryField
IButton & **disableMouseClickFocus** ( );	IButton
IListBox & **disableMultipleSelect** ( );	IListBox
IListBox & **disableNoAdjustPosition** ( );	IListBox
IMultiLineEdit & **disableRefresh** ( );	IMultiLineEdit
IProgressIndicator & **disableRibbonStrip** ( );	IProgressIndicator
IProgressIndicator & **disableSnapToTick** ( );	IProgressIndicator
IPushButton & **disableSystemCommand** ( );	IPushButton
IControl & **disableTabStop** ( );	IControl
IContainerControl & **disableTitleUpdate** ( );	IContainerControl
static void **disableTrace** ( );	ITrace
IMultiLineEdit & **disableWordWrap** ( );	IMultiLineEdit
static void **disableWriteLineNumber** ( );	ITrace
static void **disableWritePrefix** ( );	ITrace
virtual IEntryField & **discard** ( );	IEntryField
virtual IMultiLineEdit & **discard** ( );	IMultiLineEdit
virtual IFrameWindow & **dismiss** (unsigned long *result* =);	IFrameWindow
Boolean **dispatch** (IEvent &*event*);	IWindow
virtual Boolean **dispatchHandlerEvent** (IEvent &*event*);	ICnrDrawHandler, ICnrEditHandler, ICnrHandler, ICnrMenuHandler, IDDETopicServer, IFrameHandler, IHandler, IHelpHandler, IMenuHandler, ISliderDrawHandler
Boolean **dispatchHandlerEvent** (IEvent &*event*);	ICommandHandler, IDDEClientConversation, IEditHandler, IFileDialogHandler, IFocusHandler, IFontDialogHandler, IKeyboardHandler, IListBoxDrawItemHandler, IMenuDrawItemHandler, IMouseClickHandler, IPageHandler, IPaintHandler, IResizeHandler, IScrollHandler, ISelectHandler, IShowListHandler, ISpinHandler
ISize **displaySize** (const char **text* =) const;	ITextControl

User Interface Library - Other Member Functions

Member Function	Class
virtual unsigned long **displayWidth** ( );	IContainerColumn
double **distanceFrom** (const IPair &*aPair*) const;	IPair
long **dotProduct** (const IPair &*aPair*) const;	IPair
virtual Boolean **draw** (IFrameEvent &*frameEvent*);	IFrameHandler
virtual Boolean **draw** (IListBoxDrawItemEvent &*event*, DrawFlag &*flag*);	IListBoxDrawItemHandler
virtual Boolean **draw** (IMenuDrawItemEvent &*event*, DrawFlag &*flag*);	IMenuDrawItemHandler
virtual Boolean **drawArm** (IDrawItemEvent &*event*);	ISliderDrawHandler
virtual Boolean **drawBackground** (ICnrDrawBackgroundEvent &*event*);	ICnrDrawHandler
virtual Boolean **drawBackground** (IDrawItemEvent &*event*);	ISliderDrawHandler
virtual Boolean **drawDetailsItem** (ICnrDrawItemEvent &*event*);	ICnrDrawHandler
virtual Boolean **drawIcon** (ICnrDrawItemEvent &*event*);	ICnrDrawHandler
virtual Boolean **drawRibbonStrip** (IDrawItemEvent &*event*);	ISliderDrawHandler
void **drawSeparator** (const IPresSpaceHandle &*psh*) const;	IFrameExtension
virtual Boolean **drawShaft** (IDrawItemEvent &*event*);	ISliderDrawHandler
virtual Boolean **drawTab** (INotebookDrawItemEvent &*event*);	IPageHandler
IPaintEvent & **drawText** (const char **text*, const IPoint &*atPoint*, const IColor &*textColor* = IGUIColor (IGUIColor::windowStaticText);	IPaintEvent
virtual Boolean **drawText** (ICnrDrawItemEvent &*event*);	ICnrDrawHandler
virtual Boolean **drawTitle** (ICnrDrawItemEvent &*event*);	ICnrDrawHandler
virtual Boolean **drawTreeIcon** (ICnrDrawItemEvent &*event*);	ICnrDrawHandler
IString & **d2b** ( );	IString
static IString **d2b** (const IString &*aString*);	IString
IString & **d2c** ( );	IString
static IString **d2c** (const IString &*aString*);	IString
IString & **d2x** ( );	IString
static IString **d2x** (const IString &*aString*);	IString
virtual Boolean **edit** (IControlEvent &*event*)= ;	IEditHandler
virtual IContainerControl & **editColumnTitle** (IContainerColumn **column*);	IContainerControl
virtual IContainerControl & **editContainerTitle** ( );	IContainerControl
virtual IContainerControl & **editObject** (IContainerObject **object*, IContainerColumn **column* =);	IContainerControl
unsigned long **editRegionHeight** ( ) const;	IMultiLineEdit
unsigned long **editRegionWidth** ( ) const;	IMultiLineEdit
IMenuItem **elementAt** (const Cursor &*cursor*) const;	IMenu
IString **elementAt** (const Cursor &*cursor*) const;	IComboBox, IListBox, ISpinButton
IString **elementWithKey** (const char **key*, const char **applName* =) const;	IProfile
long **emHeight** ( ) const;	IFontDialog
IEntryField & **enable** (Boolean *enable* = true);	IEntryField

User Interface Library - Other Member Functions

Member Function	Class
virtual IWindow & **enable** (Boolean *enableWindow* = true);	IWindow
virtual IHandler & **enable** (Boolean *setting* = true);	IHandler
IEntryField & **enableAutoScroll** (Boolean *enable* = true);	IEntryField
virtual ISettingButton & **enableAutoSelect** (Boolean *enable*)= ;	ISettingButton
virtual IRadioButton & **enableAutoSelect** (Boolean *enable* = true);	IRadioButton
virtual ICheckBox & **enableAutoSelect** (Boolean *turnOn* = true);	ICheckBox
virtual I3StateCheckBox & **enableAutoSelect** (Boolean *turnOn* = true);	I3StateCheckBox
IEntryField & **enableAutoTab** (Boolean *enable* = true);	IEntryField
IPushButton & **enableBorder** (Boolean *enable* = true);	IPushButton
ISpinButton & **enableBorder** (Boolean *enable* = true);	ISpinButton
IContainerControl & **enableCaching** (unsigned long *ulDeltaValue* = 3);	IContainerControl
IEntryField & **enableCommand** (Boolean *enable* = true);	IEntryField
IRadioButton & **enableCursorSelect** (Boolean *enable* = true);	IRadioButton
virtual IContainerColumn & **enableDataUpdate** (Boolean *enable* = true);	IContainerColumn
virtual IContainerObject & **enableDataUpdate** (Boolean *enable* = true, IContainerControl **container* =);	IContainerObject
IEntryField & **enableDataUpdate** (Boolean *update* = true);	IEntryField
IMultiLineEdit & **enableDataUpdate** (Boolean *update* = true);	IMultiLineEdit
IContainerControl & **enableDataUpdate** (IContainerObject **object*, Boolean *enable* = true);	IContainerControl
IPushButton & **enableDefault** (Boolean *enable* = true);	IPushButton
IContainerControl & **enableDrawBackground** (Boolean *Enable* = true);	IContainerControl
IProgressIndicator & **enableDrawItem** (Boolean *drawItemOn* = true);	IProgressIndicator
IContainerControl & **enableDrawItem** (Boolean *Enable* = true);	IContainerControl
IListBox & **enableDrawItem** (Boolean *enable* = true);	IListBox
virtual IContainerObject & **enableDrop** (Boolean *enable* = true, IContainerControl **container* =);	IContainerObject
IContainerControl & **enableDrop** (IContainerObject **object*, Boolean *enable* = true);	IContainerControl
IListBox & **enableExtendedSelect** (Boolean *enable* = true);	IListBox
IStaticText & **enableFillBackground** (Boolean *enable* = true);	IStaticText
IControl & **enableGroup** (Boolean *enable* = true);	IControl
virtual IContainerColumn & **enableHeadingUpdate** (Boolean *enable* = true);	IContainerColumn
IPushButton & **enableHelp** (Boolean *enable* = true);	IPushButton
IEntryField & **enableInsertMode** (Boolean *insert* = true);	IEntryField
virtual IMenu & **enableItem** (unsigned long *itemId*, Boolean *enable* = true);	IMenu
virtual ISubMenu & **enableItem** (unsigned long *itemId*, Boolean *enabled* = true);	ISubMenu
IEntryField & **enableMargin** (Boolean *enable* = true);	IEntryField
IButton & **enableMouseClickFocus** (Boolean *turnOn* = true);	IButton
IListBox & **enableMultipleSelect** (Boolean *enable* = true);	IListBox

User Interface Library - Other Member Functions

Member Function	Class
IListBox & **enableNoAdjustPosition** (Boolean *enable* = true);	IListBox
IMultiLineEdit & **enableRefresh** (Boolean *refresh* = true);	IMultiLineEdit
IProgressIndicator & **enableRibbonStrip** (Boolean *ribbonStripOn* = true);	IProgressIndicator
IProgressIndicator & **enableSnapToTick** (Boolean *snapToTickOn* = true);	IProgressIndicator
IPushButton & **enableSystemCommand** (Boolean *enable* = true);	IPushButton
IControl & **enableTabStop** (Boolean *enable* = true);	IControl
IContainerControl & **enableTitleUpdate** (Boolean *enable* = true);	IContainerControl
static void **enableTrace** ( );	ITrace
IMultiLineEdit & **enableWordWrap** (Boolean *enable* = true);	IMultiLineEdit
static void **enableWriteLineNumber** ( );	ITrace
static void **enableWritePrefix** ( );	ITrace
virtual IDDEClientConversation & **end** ( );	IDDEClientConversation
virtual void **endAllHotLinks** ( );	IDDEClientConversation
virtual void **endAllHotLinks** (const char **item*);	IDDEClientConversation
virtual IDDETopicServer & **endConversation** (unsigned long *conversationId*);	IDDETopicServer
virtual Boolean **endEdit** (ICnrEndEditEvent &*event*);	ICnrEditHandler
virtual IFrameWindow & **endFlashing** ( );	IFrameWindow
virtual IDDEClientConversation & **endHotLink** (const char **item*, const char **format* = "#1");	IDDEClientConversation
virtual IDDEClientConversation & **endHotLinks** (const char **item* =);	IDDEClientConversation
IFont & **endUsingFont** (IPresSpaceHandle *hps*);	IFont
virtual Boolean **enter** (ICnrEnterEvent &*event*);	ICnrHandler
virtual Boolean **enter** (IControlEvent &*event*);	ISelectHandler
Boolean **enterPressed** ( ) const;	ICnrEnterEvent
IHelpErrorEvent::ErrorType **error** ( ) const;	IHelpErrorEvent
unsigned long **errorId** ( ) const;	IException
virtual unsigned long **errorId** ( ) const= ;	IErrorInfo, IGUIErrorInfo, ISystemErrorInfo
unsigned long **eventId** ( ) const;	IEvent
static IWindow::ExceptionFn * **exceptionFunction** ( );	IWindow
virtual void **executeAcknowledged** (IDDEAcknowledgeExecuteEvent &*event*);	IDDEClientConversation
virtual IDDEClientConversation & **executeCommands** (const void **commands*, unsigned long *commandLength*);	IDDEClientConversation
virtual Boolean **executeCommands** (unsigned long *conversationId*, IDDEExecuteEvent &*event*);	IDDETopicServer
virtual ICurrentApplication & **exit** ( );	ICurrentApplication
virtual void **exit** (unsigned long *rc*);	ICurrentThread
IContainerControl & **expand** (IContainerObject **object*);	IContainerControl
IRectangle & **expandBy** (const IPair &*aPair*);	IRectangle

User Interface Library - Other Member Functions

Member Function	Class
IRectangle & **expandBy** (Coord *coord*);	IRectangle
IRectangle **expandedBy** (const IPair &*aPair*) const;	IRectangle
IRectangle **expandedBy** (Coord *coord*) const;	IRectangle
ISetCanvas & **expandForText** ( );	ISetCanvas
virtual IContainerControl & **expandTree** ( );	IContainerControl
unsigned long **exportSelectedTextToFile** (char **fileName*, EOLFormat *type* = cfText);	IMultiLineEdit
unsigned long **exportToFile** (char **fileName*, EOLFormat *type* = cfText);	IMultiLineEdit
IFrameExtensions * **extensions** ( ) const;	IFrameWindow
long **externalLeading** ( ) const;	IFontDialog
unsigned long **externalLeading** ( ) const;	IFont
const struct _FATTRS * **fattrs** ( ) const;	IFont
unsigned long **fileLength** ( ) const;	IFileDialogEvent
const char * **fileName** ( ) const;	IExceptionLocation
IString **fileName** ( ) const;	IFileDialogEvent
virtual IString **fileName** ( ) const;	IDynamicLinkLibrary, IResourceLibrary
IString **fileName** (unsigned *fileNumber* =) const;	IFileDialog
IContainerControl & **filter** ( );	IContainerControl
IContainerControl & **filter** (const IContainerControl::FilterFn &*filterObject*);	IContainerControl
virtual Boolean **filter** (IFileDialogEvent &*event*);	IFileDialogHandler
unsigned **findExtension** (IWindow **window*);	IFrameWindow
unsigned **findPhrase** (const IString &*aPhrase*, unsigned *startWord*, IndexType *charOrWord*) const;	
virtual Boolean **findTransaction** (const IEvent &*event*, Boolean *removeMatch* =);	IDDEClientConversation
virtual IContainerColumn * **first** ( );	IContainerControl::ColumnCursor
virtual IContainerObject * **first** ( );	IContainerControl::ObjectCursor, IContainerControl::TextCursor
virtual IPageHandle **first** ( );	INotebook::Cursor
virtual IPageHandle **firstPage** ( ) const;	INotebook
unsigned long **fixedSize** ( ) const;	IFrameExtension
IWindowPosBuffer **fixupChildren** ( );	ICanvas
unsigned long & **flags** ( );	ISWP
static unsigned long **flagsFrom** (const Style &*style*);	IFrameWindow
IString **fontFamily** ( ) const;	IFontDialog
const struct _FONTMETRICS * **fontmetrics** ( ) const;	IFont
unsigned long **fontWeight** ( ) const;	IFontDialog
unsigned long **fontWidth** ( ) const;	IFontDialog
IString **format** ( ) const;	IDDEEvent
virtual Boolean **format** (IFrameFormatEvent &*formatEvent*);	IFrameHandler

User Interface Library - Other Member Functions

Member Function	Class
IFrameWindow * **frame** ( ) const;	IFrameEvent
static IBuffer * **fromContents** (const char **pBuffer*);	IBuffer
const char * **functionName** ( ) const;	IExceptionLocation
virtual Boolean **gotFocus** (IControlEvent &*event*);	IFocusHandler
unsigned char **greenMix** ( ) const;	IColor
IAccelTblHandle **handle** ( ) const;	IAccelerator
IProfileHandle **handle** ( ) const;	IProfile
IWindowHandle **handle** ( ) const;	IEvent, IHelpWindow
unsigned long & **handle** ( );	IPrivateResource, ISharedResource
virtual IModuleHandle **handle** ( ) const;	IDynamicLinkLibrary, IResourceLibrary
virtual IWindowHandle **handle** ( ) const;	ISubMenu, IWindow
virtual unsigned long & **handle** ( )= ;	IResource
virtual void **handleAck** (const IEvent &*ackEvent*);	IDDEClientConversation, IDDETopicServer
virtual void **handleAdvise** (const IEvent &*adviseEvent*);	IDDETopicServer
virtual void **handleCursoredChange** (IContainerControl **container*, Boolean *acquired*);	IContainerObject
virtual void **handleData** (const IEvent &*dataEvent*);	IDDEClientConversation
virtual Boolean **handleError** (IHelpErrorEvent &*errorEvent*);	IHelpHandler
virtual ICnrDrawHandler & **handleEventsFor** (IContainerControl **container*);	ICnrDrawHandler
virtual ICnrEditHandler & **handleEventsFor** (IContainerControl **container*);	ICnrEditHandler
virtual ICnrHandler & **handleEventsFor** (IContainerControl **container*);	ICnrHandler
virtual ICnrMenuHandler & **handleEventsFor** (IContainerControl **container*);	ICnrMenuHandler
virtual IHelpHandler & **handleEventsFor** (IFrameWindow **applicationWindow*);	IHelpHandler
virtual IInfoArea & **handleEventsFor** (IFrameWindow **frame*);	IInfoArea
virtual IHandler & **handleEventsFor** (IWindow **window*);	IHandler
virtual Boolean **handleException** (IException &*dispatcherException*, IEvent &*exceptionEvent*)= ;	IWindow, IWindow::ExceptionFn
virtual void **handleExecute** (const IEvent &*executeEvent*);	IDDETopicServer
virtual IWindowHandle **handleFor** (const Style &*aStdConstrol*) const;	IFrameWindow
virtual void **handleInitiate** (const IEvent &*initiateEvent*);	IDDETopicServer
virtual void **handleInitiateAck** (const IEvent &*initiateAckEvent*);	IDDEClientConversation
virtual void **handleInuseChange** (IContainerControl **container*, Boolean *acquired*);	IContainerObject
IWindowHandle **handleOnTop** ( ) const;	IMouseClickEvent
virtual void **handleOpen** (IContainerControl **container*);	IContainerObject
virtual void **handlePoke** (const IEvent &*pokeEvent*);	IDDETopicServer
virtual void **handleRequest** (const IEvent &*requestEvent*);	IDDETopicServer
virtual void **handleSelectedChange** (IContainerControl **container*, Boolean *acquired*);	IContainerObject

User Interface Library - Other Member Functions

Member Function	Class
virtual void **handleTerminate** (const IEvent &*terminateEvent*);	IDDEClientConversation, IDDETopicServer
virtual void **handleTreeCollapse** (IContainerControl **container*);	IContainerObject
virtual void **handleTreeExpand** (IContainerControl **container*);	IContainerObject
virtual void **handleUnadvise** (const IEvent &*unadviseEvent*);	IDDETopicServer
Boolean **hasChanged** ( ) const;	IEntryField
Boolean **hasFillBackground** ( );	IStaticText
Boolean **hasFocus** ( ) const;	IWindow
Boolean **hasSelectedText** ( ) const;	IEntryField, IMultiLineEdit
virtual IPointerHandle **headingIcon** ( ) const;	IContainerColumn
virtual IString **headingText** ( ) const;	IContainerColumn
Coord **height** ( ) const;	IRectangle, ISize
virtual Boolean **help** (ICnrHelpEvent &*event*);	ICnrHandler
virtual Boolean **help** (IPageHelpEvent &*event*);	IPageHandler
IFrameWindow * **helpForWindow** ( ) const;	IHelpWindow
unsigned long **helpId** ( ) const;	IContainerColumn
virtual unsigned long **helpId** ( ) const;	IContainerObject
virtual Boolean **helpUndefined** (IEvent &*event*);	IHelpHandler
IHelpWindow * **helpWindow** ( ) const;	IPageHelpEvent
static IHelpWindow * **helpWindow** (const IWindow **window*);	IHelpWindow
IHelpWindow & **hide** ( );	IHelpWindow
virtual IContainerColumn & **hide** ( );	IContainerColumn
virtual IWindow & **hide** ( );	IWindow
virtual IContainerObject & **hide** (IContainerControl **container* =);	IContainerObject
IContainerControl & **hideDetailsViewTitles** ( );	IContainerControl
IComboBox & **hideList** ( );	IComboBox
IContainerControl & **hideObject** (IContainerObject **object*);	IContainerControl
IHelpWindow & **hidePanelIds** ( );	IHelpWindow
virtual IContainerColumn & **hideSeparators** (const DataStyle &*separatorStyles* = horizontalSeparator | verticalSeparator)	IContainerColumn
IContainerControl & **hideSourceEmphasis** ( );	IContainerControl
virtual IWindow & **hideSourceEmphasis** ( );	IWindow
IContainerControl & **hideSourceEmphasis** (IContainerObject **object*);	IContainerControl
virtual IContainerControl & **hideSplitBar** ( );	IContainerControl
IContainerControl & **hideTitle** ( );	IContainerControl
IContainerControl & **hideTitleSeparator** ( );	IContainerControl
virtual IContainerControl & **hideTreeLine** ( );	IContainerControl
char **highHighByte** ( ) const;	IEventData

User Interface Library - Other Member Functions

Member Function	Class
virtual IButton & **highlight** ( );	IButton
virtual Boolean **highlight** (IListBoxDrawItemEvent &*event*);	IListBoxDrawItemHandler
virtual Boolean **highlight** (IMenuDrawItemEvent &*event*);	IMenuDrawItemHandler
char **highLowByte** ( ) const;	IEventData
unsigned short **highNumber** ( ) const;	IEventData
HomePosition **homePosition** ( ) const;	IProgressIndicator
IScrollBar * **horizontalScrollBar** ( ) const;	IViewPort
unsigned long **hotLinkCount** ( ) const;	IDDEClientConversation, IDDETopicServer
virtual void **hotLinkEnded** (unsigned long *conversationId*, IDDEEvent &*event*);	IDDETopicServer
virtual Boolean **hotLinkInform** (IDDEClientHotLinkEvent &*event*);	IDDEClientConversation
IDDEClientConversation & **hotLinks** (IDDEClientHotLinkSet &*hotLinkSet*);	IDDEClientConversation
unsigned long **hotLinkUpdate** (const char **item*);	IDDETopicServer
unsigned **hours** ( ) const;	ITime
static IWindowHandle **hwndAllocation** ( );	IContainerControl
virtual Boolean **hyperTextSelect** (IHelpHyperTextEvent &*hyperTextEvent*);	IHelpHandler
IPointerHandle **icon** ( ) const;	IIconControl
virtual IPointerHandle **icon** ( ) const;	IContainerObject, IFrameWindow
static unsigned long **iconOffset** ( );	IContainerObject
IRectangle **iconRectangle** (const IContainerObject **object*, Boolean *includeText* = cfalse) const;	IContainerControl
ISize **iconSize** ( ) const;	IContainerControl
virtual IString **iconText** ( ) const;	IContainerObject
static unsigned long **iconTextOffset** ( );	IContainerObject
unsigned long **id** ( ) const;	IHelpHyperTextEvent, IMenuItem, IResourceId, IWindow
virtual IProcessId **id** ( ) const;	IApplication
virtual IThreadId **id** ( ) const;	ICurrentThread, IThread
ICnrObjectSet **immediateDescendentsOf** (IContainerObject **parentObject*) const;	IContainerControl
unsigned long **importFromFile** (char **fileName*, EOLFormat *type* = cfText);	IMultiLineEdit
virtual IString **inactiveText** ( ) const;	IInfoArea
Boolean **includes** (char *aChar*) const;	IString
Boolean **includes** (const char **pString*) const;	IString
Boolean **includes** (const IString &*aString*) const;	IString
Boolean **includes** (const IStringTest &*aTest*) const;	IString
Boolean **includes** (Coord *aValue*) const;	IRange
Boolean **includesDBCS** ( ) const;	IDBCSBuffer, IString
virtual Boolean **includesDBCS** ( ) const;	IBuffer
Boolean **includesSBCS** ( ) const;	IDBCSBuffer, IString

User Interface Library - Other Member Functions

Member Function	Class
virtual Boolean **includesSBCS** ( ) const;	IBuffer
Boolean **inConversation** ( ) const;	IDDEClientConversation
virtual IContainerObject & **incrementUseCount** ( );	IContainerObject
long **index** ( ) const;	IMenuItem
virtual long **index** ( ) const;	IColor, IDeviceColor, IGUIColor
unsigned **indexOf** (char *aCharacter*, unsigned *startPos* =) const;	I String
unsigned **indexOf** (char *aCharacter*, unsigned *startPos* = 1) const;	IString
unsigned **indexOf** (const char **pString*, unsigned *len*, unsigned *startPos* = 1) const;	IDBCSBuffer
virtual unsigned **indexOf** (const char **pString*, unsigned *len*, unsigned *startPos* = 1) const;	IBuffer
unsigned **indexOf** (const char **pString*, unsigned *startPos* =) const;	I String
unsigned **indexOf** (const char **pString*, unsigned *startPos* = 1) const;	IString
unsigned **indexOf** (const IString &*aString*, unsigned *startPos* =) const;	I String
unsigned **indexOf** (const IString &*aString*, unsigned *startPos* = 1) const;	IString
unsigned **indexOf** (const IStringTest &*aTest*, unsigned *startPos* =) const;	I String
unsigned **indexOf** (const IStringTest &*aTest*, unsigned *startPos* = 1) const;	IDBCSBuffer, IString
virtual unsigned **indexOf** (const IStringTest &*aTest*, unsigned *startPos* = 1) const;	IBuffer
unsigned **indexOf** (unsigned long *id*) const;	ISWPArray
unsigned **indexOfAnyBut** (char *validChar*, unsigned *startPos* =) const;	I String
unsigned **indexOfAnyBut** (char *validChar*, unsigned *startPos* = 1) const;	IString
unsigned **indexOfAnyBut** (const char **pString*, unsigned *len*, unsigned *startPos* = 1) const;	IDBCSBuffer
virtual unsigned **indexOfAnyBut** (const char **pString*, unsigned *len*, unsigned *startPos* = 1) const;	IBuffer
unsigned **indexOfAnyBut** (const char **pValidChars*, unsigned *startPos* =) const;	I String
unsigned **indexOfAnyBut** (const char **pValidChars*, unsigned *startPos* = 1) const;	IString
unsigned **indexOfAnyBut** (const IString &*aString*, unsigned *startPos* =) const;	I String
unsigned **indexOfAnyBut** (const IString &*validChars*, unsigned *startPos* = 1) const;	IString
unsigned **indexOfAnyBut** (const IStringTest &*aTest*, unsigned *startPos* =) const;	I String
unsigned **indexOfAnyBut** (const IStringTest &*aTest*, unsigned *startPos* = 1) const;	IDBCSBuffer, IString
virtual unsigned **indexOfAnyBut** (const IStringTest &*aTest*, unsigned *startPos* = 1) const;	IBuffer
unsigned **indexOfAnyOf** (char *searchChar*, unsigned *startPos* =) const;	I String
unsigned **indexOfAnyOf** (char *searchChar*, unsigned *startPos* = 1) const;	IString
unsigned **indexOfAnyOf** (const char **pSearchChars*, unsigned *startPos* =) const;	I String
unsigned **indexOfAnyOf** (const char **pSearchChars*, unsigned *startPos* = 1) const;	IString
unsigned **indexOfAnyOf** (const char **pString*, unsigned *len*, unsigned *startPos* = 1) const;	IDBCSBuffer
virtual unsigned **indexOfAnyOf** (const char **pString*, unsigned *len*, unsigned *startPos* = 1) const;	IBuffer

User Interface Library - Other Member Functions

Member Function	Class
unsigned **indexOfAnyOf** (const IString &*searchChars*, unsigned *startPos* =) const;	IString
unsigned **indexOfAnyOf** (const IString &*searchChars*, unsigned *startPos* = 1) const;	IString
unsigned **indexOfAnyOf** (const IStringTest &*aTest*, unsigned *startPos* =) const;	IString
unsigned **indexOfAnyOf** (const IStringTest &*aTest*, unsigned *startPos* = 1) const;	IDBCSBuffer, IString
virtual unsigned **indexOfAnyOf** (const IStringTest &*aTest*, unsigned *startPos* = 1) const;	IBuffer
unsigned **indexOfPhrase** (const IString &*wordString*, unsigned *startWord* = 1) const;	IString, I String
unsigned **indexOfWord** (unsigned *wordNumber*) const;	IString, I String
unsigned **indexOfWord** (unsigned *wordNumber*, unsigned *startPos*, unsigned *numWords*) const;	IString
IWindowHandle **indexWindow** ( ) const;	IHelpWindow
virtual IString **informationFor** (unsigned long *menuId*) const;	IInfoArea
IString & **initBuffer** (const void *p1, unsigned *len1*, const void *p2 = , unsigned *len2* = , const void *p3 = , unsigned *len3* = , char *padChar* =);	IString
IString & **initBuffer** (double *d*);	IString
IString & **initBuffer** (long *n*);	IString
IString & **initBuffer** (unsigned long *n*);	IString
static IBuffer * **initialize** ( );	IBuffer
static void **initialize** ( );	IContainerControl
virtual IContainerObject & **initialize** ( );	IContainerObject
IFrameWindow & **initialize** (const IResourceId &*resId*, const Style &*style*, IWindow *parent = , IWindow *owner = , const IRectangle &*initRect* = nextShellRect ( ), const char *title =);	IFrameWindow
ITime & **initialize** (long *seconds*);	ITime
IDate & **initialize** (Month *aMonth*, int *aDay*, int *aYear*);	IDate
virtual void **initializePM** (long *queueSize* =);	ICurrentThread
Type **inputTypeAllowed** ( ) const;	ISpinButton
IBuffer * **insert** (const char *pInsert, unsigned *insertLen*, unsigned *pos*, char *padCharacter*);	IDBCSBuffer
virtual IBuffer * **insert** (const char *pInsert, unsigned *insertLen*, unsigned *pos*, char *padCharacter*);	IBuffer
IString & **insert** (const char *pInsert, unsigned *insertLen*, unsigned *startPos*, char *padCharacter*);	IString
I String & **insert** (const char *pString, unsigned *index* = UINT_MAX, char *padCharacter* = ' ');	I String
IString & **insert** (const char *pString, unsigned *index* = , char *padCharacter* = ' ');	IString
static IString **insert** (const IString &*aString*, const char *pInsert, unsigned *index* = , char *padCharacter* = ' ');	IString
static I String **insert** (const IString &*aString*, const char *pInsert, unsigned *index* = UINT_MAX, char *padCharacter* = ' ');	I String
static IString **insert** (const IString &*aString*, const IString &*anInsert*, unsigned *index* = , char *padCharacter* = ' ');	IString

User Interface Library - Other Member Functions

Member Function	Class
`static I String` **insert** `( const IString &`*aString*`, const IString &`*anInsert*`, unsigned` *index* `= UINT_MAX, char` *padCharacter* `= ' ' );`	`I String`
`I String &` **insert** `( const IString &`*aString*`, unsigned` *index* `= UINT_MAX, char` *padCharacter* `= ' ' );`	`I String`
`IString &` **insert** `( const IString &`*aString*`, unsigned` *index* `= , char` *padCharacter* `= ' ' );`	`IString`
`long` **integerWithKey** `( const char *`*key*`, const char *`*applName* `= ) const;`	`IProfile`
`unsigned long` **internalLeading** `( ) const;`	`IFont`
`Boolean` **intersects** `( const IRectangle &`*aRect* `) const;`	`IRectangle`
`virtual Boolean` **inuseChanged** `( ICnrEmphasisEvent &`*event* `);`	`ICnrHandler`
`IContainerColumn &` **invalidate** `( );`	`IContainerColumn`
`virtual ColumnCursor &` **invalidate** `( );`	`IContainerControl::ColumnCursor`
`virtual ObjectCursor &` **invalidate** `( );`	`IContainerControl::ObjectCursor`
`virtual TextCursor &` **invalidate** `( );`	`IContainerControl::TextCursor`
`virtual void` **invalidate** `( );`	`INotebook::Cursor`, `IWindow::ChildCursor`
`void` **invalidate** `( );`	`IComboBox::Cursor`, `IListBox::Cursor`, `IMenu::Cursor`, `IProfile::Cursor`, `ISpinButton::Cursor`, `ISubMenu::Cursor`
`Boolean` **isAbbrevFor** `( const char *`*pFullString*`, unsigned` *fullLen*`, unsigned` *minLen* `) const;`	`IString`
`Boolean` **isAbbreviationFor** `( const char *`*pFullString*`, unsigned` *minAbbrevLength* `= const;`	`IString`
`Boolean` **isAbbreviationFor** `( const IString &`*fullString*`, unsigned` *minAbbrevLength* `= const;`	`IString`
`Boolean` **isAckPositive** `( ) const;`	`IDDEAcknowledgeEvent`
`Boolean` **isAckRequested** `( ) const;`	`IDDEClientHotLinkEvent`, `IDDEDataEvent`
`Boolean` **isAckToBeginHotLink** `( ) const;`	`IDDEClientAcknowledgeEvent`
`Boolean` **isAckToEndHotLink** `( ) const;`	`IDDEClientAcknowledgeEvent`
`Boolean` **isAckToHotLinkUpdate** `( ) const;`	`IDDEServerAcknowledgeEvent`
`Boolean` **isAckToRequestData** `( ) const;`	`IDDEClientAcknowledgeEvent`
`Boolean` **isAlphabetic** `( ) const;`	`IString`
`virtual Boolean` **isAlphabetic** `( ) const;`	`IBuffer`
`Boolean` **isAlphanumeric** `( ) const;`	`IString`
`virtual Boolean` **isAlphanumeric** `( ) const;`	`IBuffer`
`Boolean` **isAltDown** `( ) const;`	`IKeyboardEvent`
`Boolean` **isApplicationBusy** `( ) const;`	`IDDEAcknowledgeEvent`
`Boolean` **isASCII** `( ) const;`	`IString`
`virtual Boolean` **isASCII** `( ) const;`	`IBuffer`

User Interface Library - Other Member Functions

Member Function	Class
virtual Boolean **isAttribute** (unsigned long *attribute*, IContainerControl *container) const;	IContainerObject
Boolean **isAutoDeleteObject** ( ) const;	IWindow
Boolean **isAutoDestroyWindow** ( ) const;	IWindow
Boolean **isAutoScroll** ( ) const;	IEntryField
virtual Boolean **isAutoSelect** ( ) const;	ICheckBox, IRadioButton, ISettingButton, I3StateCheckBox
Boolean **isAutoSize** ( ) const;	INotebook::PageSettings
Boolean **isAutoTab** ( ) const;	IEntryField
virtual Boolean **isAvailable** ( ) const;	IErrorInfo, IGUIErrorInfo, ISystemErrorInfo
Boolean **isBinaryDigits** ( ) const;	IString
Boolean **isBitmap** ( ) const;	IFont
Boolean **isBitmapOnly** ( ) const;	IFont
Boolean **isBold** ( ) const;	IFont
Boolean **isBorder** ( ) const;	IPushButton, ISpinButton
Boolean **isCaseSensitive** ( ) const;	IDDEActiveServer, IDDEClientConversation
Boolean **isChanged** ( ) const;	IMultiLineEdit
Boolean **isCharacter** ( ) const;	IKeyboardEvent
Boolean **isCharValid** (unsigned *pos*, const char *pValidChars, unsigned *numValidChars*) const;	IDBCSBuffer
Boolean **isChecked** ( ) const;	IMenuDrawItemEvent, IMenuItem
Boolean **isCollapsed** (const IContainerObject *object*) const;	IContainerControl
Boolean **isColumnExpandable** (unsigned long *column*) const;	IMultiCellCanvas
Boolean **isColumnRight** (const IContainerColumn *column*) const;	IContainerControl
Boolean **isCommand** ( ) const;	IEntryField
Boolean **isComposite** ( ) const;	IKeyboardEvent
Boolean **isControl** ( ) const;	IString
virtual Boolean **isControl** ( ) const;	IBuffer
Boolean **isCtrlDown** ( ) const;	IKeyboardEvent
Boolean **isCursored** (const IContainerObject *object*) const;	IContainerControl
Boolean **isCursorSelect** ( ) const;	IRadioButton
Boolean **isDataFromHotLink** ( ) const;	IDDEDataEvent
Boolean **isDatalString** ( );	ICnrEditHandler
Boolean **isDataRequested** ( ) const;	IDDEClientHotLinkEvent, IDDEServerHotLinkEvent
Boolean **isDBCS** ( ) const;	IDBCSBuffer, IString
virtual Boolean **isDBCS** ( ) const;	IBuffer
Boolean **isDBCS1** (unsigned *pos*) const;	IDBCSBuffer

User Interface Library - Other Member Functions

Member Function	Class
Boolean **isDefault** ( ) const;	IPushButton
Boolean **isDetailsData** ( ) const;	ICnrEditEvent
Boolean **isDetailsView** ( ) const;	IContainerControl
Boolean **isDigits** ( ) const;	IString
virtual Boolean **isDigits** ( ) const;	IBuffer
Boolean **isDisabled** ( ) const;	IMenuDrawItemEvent, IMenuItem, IWindow
Boolean **isDrawItem** ( );	IListBox, IMenuItem
Boolean **isDrawItemEnabled** ( ) const;	IProgressIndicator
Boolean **isDropOnAble** (const IContainerObject **object*) const;	IContainerControl
virtual Boolean **isDropOnAble** (IContainerControl **container* =) const;	IContainerObject
Boolean **isEmpty** ( ) const;	IComboBox, IEntryField, IListBox
virtual Boolean **isEmpty** ( ) const;	INotebook
Boolean **isEnabled** ( ) const;	IHandler
Boolean **isEntryPoint32Bit** (const char **procedureName*) const;	IDynamicLinkLibrary
Boolean **isEntryPoint32Bit** (unsigned long *procedureOrdinal*) const;	IDynamicLinkLibrary
virtual int **isEqual** (IContainerObject **object1*, IContainerObject **object2*, IContainerControl **container*) const= ;	IContainerControl::CompareFn
Boolean **isExpanded** (const IContainerObject **object*) const;	IContainerControl
Boolean **isExtendedSelect** ( );	IListBox
Boolean **isFastSpin** ( ) const;	ISpinButton
Boolean **isFixed** ( ) const;	IFont
Boolean **isFlashing** ( ) const;	IFrameWindow
Boolean **isFlowed** ( ) const;	IContainerControl
Boolean **isForComposite** ( ) const;	IKeyboardEvent
Boolean **isFrame** ( ) const;	IHelpSubItemNotFoundEvent
Boolean **isFramed** ( ) const;	IMenuItem
Boolean **isFrameWindow** ( ) const;	IWindow
Boolean **isFromFrame** ( ) const;	ICommandEvent
Boolean **isGraphics** ( ) const;	IString
virtual Boolean **isGraphics** ( ) const;	IBuffer
Boolean **isGroup** ( ) const;	IControl
Boolean **isHalftoned** ( ) const;	I3StateCheckBox
Boolean **isHelp** ( ) const;	IPushButton
Boolean **isHexDigits** ( ) const;	IString
virtual Boolean **isHexDigits** ( ) const;	IBuffer
Boolean **isHighlighted** ( ) const;	IButton, IMenuItem
Boolean **isHorizontal** ( ) const;	ICnrScrollEvent, IScrollBar

User Interface Library - Other Member Functions

Member Function	Class
Boolean **isHorizontalBar** ( ) const;	IMenu
Boolean **isHorizontalScroll** ( );	IComboBox, IListBox
Boolean **isIconView** ( ) const;	IContainerControl
Boolean **isInsertMode** ( ) const;	IEntryField
Boolean **isInUse** (const IContainerObject *_object_) const;	IContainerControl
virtual Boolean **isInUse** (IContainerControl *_container_ =) const;	IContainerObject
Boolean **isInvalidComposite** ( ) const;	IKeyboardEvent
Boolean **isItalic** ( ) const;	IFont
Boolean **isItemChecked** (unsigned long _itemId_) const;	IMenu
Boolean **isItemDisabled** (unsigned long _itemId_) const;	IMenu
Boolean **isItemSelected** (unsigned long _itemId_) const;	IMenu
virtual Boolean **isLayoutDistorted** ( ) const;	IWindow
static Boolean **isLeapYear** (int _aYear_);	IDate
Boolean **isLeftDetails** ( ) const;	ICnrEditEvent, ICnrScrollEvent
Boolean **isLeftDetailsHeading** ( ) const;	ICnrEditEvent
Boolean **isLike** (const char *_pPattern_, char _zeroOrMore_ = ' *', char _anyChar_ = '?') const;	IString
Boolean **isLike** (const char *_pPattern_, unsigned _patternLen_, char _zeroOrMore_, char _anyChar_) const;	IString
Boolean **isLike** (const IString &_aPattern_, char _zeroOrMore_ = ' *', char _anyChar_ = '?') const;	IString
Boolean **isListShowing** ( ) const;	IComboBox
Boolean **isLowerCase** ( ) const;	IString
virtual Boolean **isLowerCase** ( ) const;	IBuffer
Boolean **isMajorTab** ( ) const;	INotebook::PageSettings
Boolean **isMargin** ( ) const;	IEntryField
Boolean **isMaster** ( ) const;	ISpinButton
Boolean **isMaximized** ( ) const;	IFrameWindow
virtual Boolean **isMemberOf** (IContainerObject *_object_, IContainerControl *_container_) const= ;	IContainerControl::FilterFn
Boolean **isMenu** ( ) const;	IHelpSubItemNotFoundEvent
Boolean **isMessageUnderstood** ( ) const;	IDDEAcknowledgeEvent
Boolean **isMinimized** ( ) const;	IFrameWindow
Boolean **isMinorTab** ( ) const;	INotebook::PageSettings
Boolean **isModal** ( ) const;	IFrameWindow
Boolean **isModeless** ( ) const;	IFileDialog, IFontDialog
Boolean **isMultipleSelect** ( );	IListBox
Boolean **isNameView** ( ) const;	IContainerControl
Boolean **isNoAdjustPosition** ( );	IListBox

User Interface Library - Other Member Functions

Member Function	Class
`Boolean` **isNoDismiss** `( ) const;`	IMenuItem
`Boolean` **isNonPropOnly** `( ) const;`	IFont
`virtual Boolean` **isOpen** `( ) const;`	IContainerObject, IDynamicLinkLibrary, IResourceLibrary
`Boolean` **isOutline** `( ) const;`	IFont
`Boolean` **isPacingRequested** `( ) const;`	IDDEServerHotLinkEvent
`virtual Boolean` **isPMInitialized** `( ) const;`	ICurrentThread
`Boolean` **isPrevDBCS** `( unsigned` *pos* `) const;`	IDBCSBuffer
`Boolean` **isPrimaryWindow** `( ) const;`	IWindow
`Boolean` **isPrintable** `( ) const;`	IString
`virtual Boolean` **isPrintable** `( ) const;`	IBuffer
`Boolean` **isPunctuation** `( ) const;`	IString
`virtual Boolean` **isPunctuation** `( ) const;`	IBuffer
`Boolean` **isReadOnly** `( ) const;`	IEntryField, IMultiLineEdit, ISpinButton
`Boolean` **isReadOnly** `( const IContainerObject *`*object* `) const;`	IContainerControl
`virtual Boolean` **isReadOnly** `( IContainerControl *`*container* `= ) const;`	IContainerObject
`virtual int` **isRecoverable** `( ) const;`	IException
`Boolean` **isRefreshOn** `( );`	IContainerControl
`virtual Boolean` **isRefreshOn** `( ) const;`	IContainerObject
`Boolean` **isRepeat** `( ) const;`	IKeyboardEvent
`Boolean` **isRibbonStripEnabled** `( ) const;`	IProgressIndicator
`Boolean` **isRightDetails** `( ) const;`	ICnrEditEvent, ICnrScrollEvent
`Boolean` **isRightDetailsHeading** `( ) const;`	ICnrEditEvent
`Boolean` **isRowExpandable** `( unsigned long` *row* `) const;`	IMultiCellCanvas
`Boolean` **isSBCS** `( ) const;`	IDBCSBuffer, IString
`virtual Boolean` **isSBCS** `( ) const;`	IBuffer
`Boolean` **isScanCode** `( ) const;`	IKeyboardEvent
`Boolean` **isSelectable** `( ) const;`	IMenuItem
`Boolean` **isSelected** `( ) const;`	IListBoxDrawItemEvent, IMenuDrawItemEvent, ISettingButton
`Boolean` **isSelected** `( const IContainerObject *`*object* `) const;`	IContainerControl
`Boolean` **isSelected** `( unsigned long` *index* `);`	IComboBox, IListBox
`Boolean` **isSeparator** `( ) const;`	IMenuItem
`Boolean` **isServant** `( ) const;`	ISpinButton
`Boolean` **isSet** `( ) const;`	IAccelerator
`Boolean` **isShiftDown** `( ) const;`	IKeyboardEvent
`Boolean` **isShowing** `( ) const;`	IWindow

User Interface Library - Other Member Functions

Member Function	Class
Boolean **isSnapToTickEnabled** ( ) const;	IProgressIndicator
virtual Boolean **isStarted** ( ) const;	IThread
Boolean **isStatusTextOn** ( ) const;	INotebook::PageSettings
Boolean **isStrikeout** ( ) const;	IFont
Boolean **isSystemCommand** ( ) const;	IPushButton
virtual Boolean **isTabStop** ( ) const;	ICanvas, IControl, IWindow
Boolean **isTarget** (const IContainerObject **object*) const;	IContainerControl
Boolean **isTextView** ( ) const;	IContainerControl
Boolean **isTitleVisible** ( ) const;	IContainerControl
Boolean **isTitleWindow** ( ) const;	ICnrEditEvent
static Boolean **isTraceEnabled** ( );	ITrace
Boolean **isTreeView** ( ) const;	IContainerControl
Boolean **isUncombined** ( ) const;	IKeyboardEvent
Boolean **isUnderscore** ( ) const;	IFont
Boolean **isUndoable** ( ) const;	IMultiLineEdit
Boolean **isUpperCase** ( ) const;	IString
virtual Boolean **isUpperCase** ( ) const;	IBuffer
Boolean **isUpTransition** ( ) const;	IKeyboardEvent
Boolean **isValid** ( ) const;	IComboBox::Cursor, IListBox::Cursor, IMenu::Cursor, ISpinButton::Cursor, ISubMenu::Cursor, IWindow, IWindowHandle
virtual Boolean **isValid** ( ) const;	IContainerControl::ColumnCursor, IContainerControl::ObjectCursor, IContainerControl::TextCursor, INotebook::Cursor, IWindow::ChildCursor
Boolean **isValid** (Boolean *checkFile* = false) const;	IProfile::Cursor
Boolean **isValid** (Boolean *updateContent* = false) const;	ISpinButton
static Boolean **isValid** (int *aDay*, Month *aMonth*, int *aYear*);	IDate
static Boolean **isValid** (int *aYear*, int *aDay*);	IDate
static Boolean **isValid** (Month *aMonth*, int *aDay*, int *aYear*);	IDate
Boolean **isValidDBCS** ( ) const;	IDBCSBuffer, IString
virtual Boolean **isValidDBCS** ( ) const;	IBuffer
Boolean **isVectorOnly** ( ) const;	IFont
Boolean **isVertical** ( ) const;	ICnrScrollEvent, IProgressIndicator, IScrollBar
Boolean **isVerticalFlip** ( ) const;	IMenu
Boolean **isVirtual** ( ) const;	IKeyboardEvent

User Interface Library - Other Member Functions

Member Function	Class
`Boolean` **isVisible** `( ) const;`	IContainerColumn, IContainerControl, IWindow
`Boolean` **isVisible** `( const IContainerObject *`*object*` ) const;`	IContainerControl
`virtual Boolean` **isVisible** `( IContainerControl *`*container*` = ) const;`	IContainerObject
`Boolean` **isWhiteSpace** `( ) const;`	IString
`virtual Boolean` **isWhiteSpace** `( ) const;`	IBuffer
`Boolean` **isWindow** `( ) const;`	IHelpSubItemNotFoundEvent
`Boolean` **isWordWrap** `( ) const;`	IMultiLineEdit
`static Boolean` **isWriteLineNumberEnabled** `( );`	ITrace
`static Boolean` **isWritePrefixEnabled** `( );`	ITrace
`Boolean` **is32Bit** `( ) const;`	IProcedureAddress
`IString` **item** `( ) const;`	IDDEEvent
`unsigned long` **itemHandle** `( unsigned long` *index* `) const;`	IComboBox, IListBox
`virtual unsigned long` **itemId** `( ) const;`	ICnrDrawBackgroundEvent, IDrawItemEvent, INotebookDrawItemEvent
`virtual IPresSpaceHandle` **itemPresSpaceHandle** `( ) const;`	ICnrDrawBackgroundEvent, ICnrDrawItemEvent, IDrawItemEvent
`virtual IRectangle` **itemRect** `( ) const;`	ICnrDrawBackgroundEvent, ICnrDrawItemEvent, IDrawItemEvent
`IRectangle` **itemRect** `( unsigned long` *itemId* `) const;`	IMenu
`IString` **itemText** `( unsigned long` *index* `) const;`	IComboBox, IListBox
`virtual ItemType` **itemType** `( ) const;`	ICnrDrawItemEvent
`unsigned long` **julianDate** `( ) const;`	IDate
`virtual IContainerColumn &` **justifyData** `( `*VerticalAlignment* `= centeredVertically,` *HorizontalAlignment* `= centered );`	IContainerColumn
`virtual IContainerColumn &` **justifyHeading** `( `*VerticalAlignment* `= centeredVertically,` *HorizontalAlignment* `= centered );`	IContainerColumn
`virtual Boolean` **key** `( IKeyboardEvent &`*keyevt* `);`	IKeyboardHandler
`IString` **keyName** `( );`	ISharedResource
`virtual Boolean` **keysHelpId** `( IEvent &`*event* `);`	IHelpHandler
`virtual IContainerColumn *` **last** `( );`	IContainerControl::ColumnCursor
`virtual IContainerObject *` **last** `( );`	IContainerControl::ObjectCursor, IContainerControl::TextCursor
`virtual IPageHandle` **last** `( );`	INotebook::Cursor
`unsigned` **lastIndexOf** `( char` *aCharacter*`, unsigned` *endPos* `= UINT_MAX ) const;`	IString, I String
`unsigned` **lastIndexOf** `( const char *`*pString*`, unsigned` *endPos* `= UINT_MAX-1 ) const;`	IString, I String
`unsigned` **lastIndexOf** `( const char *`*pString*`, unsigned` *len*`, unsigned` *startPos* `= const;`	IDBCSBuffer
`virtual unsigned` **lastIndexOf** `( const char *`*pString*`, unsigned` *len*`, unsigned` *startPos* `= ) const;`	IBuffer

User Interface Library - Other Member Functions

Member Function	Class
unsigned **lastIndexOf** (const IString &*aString*, unsigned *endPos* = UINT_MAX) const;	IString, I String
unsigned **lastIndexOf** (const IStringTest &*aTest*, unsigned *startPos* = UINT_MAX-1) const;	IDBCSBuffer, IString, I String
virtual unsigned **lastIndexOf** (const IStringTest &*aTest*, unsigned *startPos* = const;	IBuffer
unsigned **lastIndexOfAnyBut** (char *validChar*, unsigned *startPos* = UINT_MAX-1) const;	IString, I String
unsigned **lastIndexOfAnyBut** (const char **pString*, unsigned *len*, unsigned *startPos*) const;	IDBCSBuffer
virtual unsigned **lastIndexOfAnyBut** (const char **pString*, unsigned *len*, unsigned *startPos* =) const;	IBuffer
unsigned **lastIndexOfAnyBut** (const char **pValidChars*, unsigned *endPos* = UINT_MAX-1, const;	IString, I String
unsigned **lastIndexOfAnyBut** (const IString &*validChars*, unsigned *endPos* = UINT_MAX-1, const;	IString, I String
unsigned **lastIndexOfAnyBut** (const IStringTest &*aTest*, unsigned *endPos* = UINT_MAX-1, const;	IString, I String
unsigned **lastIndexOfAnyBut** (const IStringTest &*aTest*, unsigned *startPos* =) const;	IDBCSBuffer
virtual unsigned **lastIndexOfAnyBut** (const IStringTest &*aTest*, unsigned *startPos* = const;	IBuffer)
unsigned **lastIndexOfAnyOf** (char *searchChar*, unsigned *startPos* = UINT_MAX) const;	IString, I String
unsigned **lastIndexOfAnyOf** (const char **pSearchChars*, unsigned *endPos* = UINT_MAX-1, const;	IString, I String
unsigned **lastIndexOfAnyOf** (const char **pString*, unsigned *len*, unsigned *startPos* const;	IDBCSBuffer
virtual unsigned **lastIndexOfAnyOf** (const char **pString*, unsigned *len*, unsigned *startPos* =) const;	IBuffer
unsigned **lastIndexOfAnyOf** (const IString &*searchChars*, unsigned *endPos* = UINT_MAX-1, const;	IString, I String
unsigned **lastIndexOfAnyOf** (const IStringTest &*aTest*, unsigned *endPos* = UINT_MAX-1, const;	IString, I String
unsigned **lastIndexOfAnyOf** (const IStringTest &*aTest*, unsigned *startPos* =) const;	IDBCSBuffer
virtual unsigned **lastIndexOfAnyOf** (const IStringTest &*aTest*, unsigned *startPos* = const;	IBuffer)
virtual IPageHandle **lastPage** ( ) const;	INotebook
virtual ICanvas & **layout** ( );	ICanvas, IViewPort
virtual IMultiCellCanvas & **layout** ( );	IMultiCellCanvas
virtual ISetCanvas & **layout** ( );	ISetCanvas
virtual ISplitCanvas & **layout** ( );	ISplitCanvas
const ISize & **layoutSize** ( ) const;	ICanvas
LayoutType **layoutType** ( ) const;	IMenuItem
Coord **left** ( ) const;	IRectangle
IPoint **leftCenter** ( ) const;	IRectangle

User Interface Library - Other Member Functions

Member Function	Class
`unsigned long` **leftIndex** `( ) const;`	IEntryField
`static IString` **leftJustify** `( const IString &`*aString*`, unsigned` *length*`, char` *padCharacter* `= ' ' );`	IString
`IString &` **leftJustify** `( unsigned` *length*`, char` *padCharacter* `= ' ' );`	IString
`IBuffer *` **leftJustify** `( unsigned` *newLen*`, char` *padCharacter* `);`	IDBCSBuffer
`virtual IBuffer *` **leftJustify** `( unsigned` *newLen*`, char` *padCharacter* `);`	IBuffer
`unsigned` **length** `( ) const;`	IBuffer, IString
`static unsigned` **lengthOf** `( const char *`*p* `);`	IString
`unsigned` **lengthOfWord** `( unsigned` *wordNumber* `) const;`	IString
`unsigned long` **limit** `( ) const;`	IEntryField, IMultiLineEdit
`virtual Boolean` **lineDown** `( IScrollEvent &`*event* `);`	IScrollHandler
`static IString` **lineFrom** `( istream &`*aStream*`, char` *delim* `= '\n' );`	IString
`virtual Boolean` **lineLeft** `( IScrollEvent &`*event* `);`	IScrollHandler
`unsigned long` **lineNumber** `( ) const;`	IExceptionLocation
`virtual Boolean` **lineRight** `( IScrollEvent &`*event* `);`	IScrollHandler
`long` **lineSpacing** `( ) const;`	IContainerControl
`virtual Boolean` **lineUp** `( IScrollEvent &`*event* `);`	IScrollHandler
`virtual Boolean` **listShown** `( IControlEvent &`*event* `)= ;`	IShowListHandler
`IAccelTblHandle` **loadAccelTable** `( unsigned long` *accelTableId* `) const;`	IResourceLibrary
`IBitmapHandle` **loadBitmap** `( unsigned long` *bitmapId*`, Boolean` *cached* `= true ) const;`	IResourceLibrary
`IBitmapHandle` **loadBitmap** `( unsigned long` *bitmapId*`, const ISize &`*bitmapSize*`, Boolean` *cached* `= true ) const;`	IResourceLibrary
`IWindowHandle` **loadDialog** `( unsigned long` *dialogId*`, IWindow *`*dialogParent*`, IWindow *`*dialogOwner*`, IWinProc *`*dialogProcedure*`, void *`*dialogCreateParameters* `) const;`	IResourceLibrary
`IResourceLibrary &` **loadHelpTable** `( IWindow *`*helpInstance*`, unsigned long` *helpTableId* `) const;`	IResourceLibrary
`IPointerHandle` **loadIcon** `( unsigned long` *iconId*`, Boolean` *cached* `= true ) const;`	IResourceLibrary
`IWindowHandle` **loadMenu** `( unsigned long` *menuId*`, IWindow *`*menuOwner* `) const;`	IResourceLibrary
`IString` **loadMessage** `( unsigned long` *messageId* `) const;`	IResourceLibrary
`IPointerHandle` **loadPointer** `( unsigned long` *iconId*`, Boolean` *cached* `= true ) const;`	IResourceLibrary
`IString` **loadString** `( unsigned long` *stringId* `) const;`	IResourceLibrary
`IFrameWindow &` **locateClient** `( );`	IFrameWindow
`unsigned long` **locateText** `( const char *`*searchString*`, Boolean` *caseSensitive* `= true, Boolean` *checkSubstring* `= true, long` *index* `= ) const;`	IComboBox
`unsigned long` **locateText** `( const char *`*searchString*`, Boolean` *caseSensitive* `= true, Boolean` *checkSubstring* `= true, long` *index* `= -1 ) const;`	IListBox
`IFrameWindow::Location` **location** `( ) const;`	IFrameExtension
`const IExceptionLocation *` **locationAtIndex** `( unsigned long` *locationIndex* `) const;`	IException
`unsigned long` **locationCount** `( ) const;`	IException

User Interface Library - Other Member Functions

Member Function	Class
IResource & **lock** (long *timeOut* = -1);	IResource
virtual IException & **logExceptionData** ( );	IException
virtual Boolean **lostFocus** (IControlEvent &*event*);	IFocusHandler
Coord **lowerBound** ( ) const;	IRange
IBuffer * **lowerCase** ( );	IDBCSBuffer
IString & **lowerCase** ( );	IString
virtual IBuffer * **lowerCase** ( );	IBuffer
static IString **lowerCase** (const IString &*aString*);	IString
char **lowHighByte** ( ) const;	IEventData
char **lowLowByte** ( ) const;	IEventData
unsigned short **lowNumber** ( ) const;	IEventData
virtual Boolean **makePopUpMenu** (IMenuEvent &*menuEvent*);	IMenuHandler
static IPoint **mapPoint** (const IPoint &*aPoint*, const IWindowHandle &*from*, const IWindowHandle &*to*);	IWindow
ISize **margin** ( ) const;	ISetCanvas
unsigned long **maxAscender** ( ) const;	IFont
unsigned long **maxCharHeight** ( ) const;	IFont
unsigned long **maxDescender** ( ) const;	IFont
virtual IFrameWindow & **maximize** ( );	IFrameWindow
virtual IRectangle **maximizeRect** ( ) const;	IFrameWindow
IPair **maximum** (const IPair &*aPair*) const;	IPair
unsigned long **maxLowercaseAscender** ( ) const;	IFont
unsigned long **maxLowercaseDescender** ( ) const;	IFont
ISize **maxSize** ( ) const;	IFont
ISize **maxUppercaseSize** ( ) const;	IFont
virtual Boolean **menuBarCommand** (IHelpMenuBarEvent &*menuBarEvent*);	IHelpHandler
virtual Boolean **menuEnded** (IMenuEvent &*menuEvent*);	ICnrMenuHandler, IInfoArea, IMenuHandler
IMenuItem **menuItem** ( ) const;	IMenuEvent
IMenuItem **menuItem** (unsigned long *itemId*) const;	IMenu
unsigned long **menuItemId** ( ) const;	IMenuEvent
virtual Boolean **menuSelected** (IMenuEvent &*menuEvent*);	IInfoArea, IMenuHandler
virtual Boolean **menuShowing** (IMenuEvent &*menuEvent*, ISubMenu &*subMenuAboutToShow*);	IMenuHandler
static char * **messageFile** ( );	IBase
IMessageQueueHandle **messageQueue** ( ) const;	IWindow
virtual IMessageQueueHandle **messageQueue** ( ) const;	ICurrentThread

User Interface Library - Other Member Functions

Member Function	Class
`static IMessageText` **messageText** `( unsigned long` *messageId*`, const char *`*textInsert1*` = , const char *`*textInsert2*` = , const char *`*textInsert3*` = , const char *`*textInsert4*` = , const char *`*textInsert5*` = , const char *`*textInsert6*` = , const char *`*textInsert7*` = , const char *`*textInsert8*` = , const char *`*textInsert9*` = );`	IBase
`virtual IFrameWindow &` **minimize** `( );`	IFrameWindow
`virtual IRectangle` **minimizeRect** `( ) const;`	IFrameWindow
`IPair` **minimum** `( const IPair &`*aPair*`) const;`	IPair
`ISize` **minimumSize** `( ) const;`	IWindow
`unsigned long` **minScrollIncrement** `( ) const;`	IScrollBar
`unsigned long` **minTextWidth** `( const char *`*line*`) const;`	IFont
`unsigned` **minutes** `( ) const;`	ITime
`virtual IString` **missingText** `( ) const;`	IInfoArea
`IString` **mixedCharacter** `( ) const;`	IKeyboardEvent
`IHandler *` **mleHandler** `( ) const;`	ICnrEditHandler
`virtual Boolean` **modelessResults** `( IFileDialog *`*endingDialog*`);`	IFileDialogHandler
`virtual Boolean` **modelessResults** `( IFontDialog *`*endingDialog*`);`	IFontDialogHandler
`IString` **monthName** `( ) const;`	IDate
`static IString` **monthName** `( Month` *aMonth*`);`	IDate
`Month` **monthOfYear** `( ) const;`	IDate
`MouseAction` **mouseAction** `( ) const;`	IMouseClickEvent
`virtual Boolean` **mouseClicked** `( IMouseClickEvent &`*keyevt*`)= ;`	IMouseClickHandler
`MouseNumber` **mouseNumber** `( ) const;`	IMouseClickEvent
`IPoint` **mousePosition** `( ) const;`	IMenuEvent, IMouseClickEvent
`IProgressIndicator &` **moveArmToPixel** `( unsigned long` *armOffset*`);`	IProgressIndicator
`IProgressIndicator &` **moveArmToTick** `( unsigned long` *tickNumber*`);`	IProgressIndicator
`IRectangle &` **moveBy** `( const IPair &`*aPair*`);`	IRectangle
`IRectangle` **movedBy** `( const IPair &`*aPair*`) const;`	IRectangle
`IRectangle` **movedTo** `( const IPoint &`*aPoint*`) const;`	IRectangle
`virtual IContainerControl &` **moveIconTo** `( IContainerObject *`*object*`, const IPoint &`*point*`);`	IContainerControl
`virtual Boolean` **moveObjectTo** `( IContainerObject *`*moveObject*`, IContainerObject *`*newParentObject*` = , IContainerControl *`*newContainer*` = , IContainerObject *`*afterObject*` = , const IPoint &`*iconViewLocation*` = IPoint ( , ) );`	IContainerControl
`IScrollHandler &` **moveScrollBox** `( IScrollEvent &`*event*`);`	IScrollHandler
`IScrollBar &` **moveScrollBoxTo** `( unsigned long` *firstItem* `= 1 );`	IScrollBar
`IHelpWindow &` **moveSizeTo** `( const IRectangle &`*aRectangle*`);`	IHelpWindow
`virtual IWindow &` **moveSizeTo** `( const IRectangle &`*aRectangle*`);`	IWindow
`IHelpWindow &` **moveTo** `( const IPoint &`*aPoint*`);`	IHelpWindow

User Interface Library - Other Member Functions

Member Function	Class
IRectangle & **moveTo** (const IPoint &*aPoint*);	IRectangle
virtual IWindow & **moveTo** (const IPoint &*aPoint*);	IWindow
virtual IMultiLineEdit * **multiLineEdit** (const IWindowHandle &*handleMultiLineEdit*);	ICnrEditHandler
IString **name** ( ) const;	IFont, IProfile
virtual const char * **name** ( ) const;	IAccessError, IAssertionFailure, IDeviceError, IException, IInvalidParameter, IInvalidRequest, IOutOfMemory, IOutOfSystemResource, IOutOfWindowResource, IResourceExhausted
IBuffer * **newBuffer** (const void **p1*, unsigned *len1*, const void **p2* = , unsigned *len2* = , const void **p3* = , unsigned *len3* = , char *padChar* =) const;	IBuffer
unsigned long **newScrollBoxPosition** ( ) const;	IScrollEvent
ISize **newSize** ( ) const;	IResizeEvent
static IStartedThread * **newStartedThread** ( );	IThread
IString **newText** ( );	ICnrEndEditEvent
virtual IString **newText** ( );	ICnrReallocStringEvent
long **newTextSize** ( );	ICnrReallocStringEvent
virtual IContainerColumn * **next** ( );	IContainerControl::ColumnCursor
virtual IContainerObject * **next** ( );	IContainerControl::ObjectCursor, IContainerControl::TextCursor
virtual IPageHandle **next** ( );	INotebook::Cursor
char * **next** (const char **prev*);	IDBCSBuffer
const char * **next** (const char **prev*) const;	IDBCSBuffer
virtual char * **next** (const char **prev*);	IBuffer
virtual const char * **next** (const char **prev*) const;	IBuffer
virtual IPageHandle **nextPage** (const IPageHandle &*referencePage*) const;	INotebook
static IRectangle **nextShellRect** ( );	IFrameWindow
static long **nlsCompare** (const char **text1*, const char **text2*);	IContainerControl
long **nominalPointSize** ( ) const;	IFontDialog
virtual INotebook * **notebook** ( ) const;	IPageEvent, IPageHelpEvent, IPageRemoveEvent, IPageSelectEvent
virtual IFrameWindow & **notifyOwner** (unsigned short *id*, ICommandEvent::Source *source* = ICommandEvent::unknown, Boolean *ptrDevice* = false);	IFrameWindow
static ITime **now** ( );	ITime
IBuffer * **null** ( ) const;	IBuffer
unsigned long **numberOfApplications** ( ) const;	IProfile
unsigned long **numberOfColumnChanges** ( ) const;	IContainerControl
virtual unsigned **numberOfExtensions** (IFrameWindow **pFrame*);	IFrameHandler

User Interface Library - Other Member Functions

Member Function	Class
`unsigned long` **numberOfItems** `( unsigned long` *forSubMenuId* `= ) const;`	IMenu
`unsigned long` **numberOfKeys** `( const char *`*applName* `= ) const;`	IProfile
`unsigned long` **numberOfLines** `( ) const;`	IMultiLineEdit
`unsigned long` **numberOfObjectChanges** `( ) const;`	IContainerControl
`unsigned long` **numberOfSelections** `( ) const;`	IComboBox, IListBox
`unsigned long` **numberOfTicks** `( Scale` *scale* `) const;`	IProgressIndicator
`unsigned short` **number1** `( ) const;`	IEventData
`unsigned short` **number2** `( ) const;`	IEventData
`unsigned` **numWords** `( ) const;`	IString
`IContainerObject *` **object** `( );`	ICnrEditEvent, ICnrEmphasisEvent, ICnrEnterEvent, ICnrHelpEvent
`virtual IContainerObject *` **object** `( ) const;`	ICnrDrawItemEvent
`virtual IContainerObject *` **objectAt** `( const IContainerControl::ObjectCursor &`*cursor* `) const;`	IContainerControl
`virtual IContainerObject *` **objectAt** `( const IContainerControl::TextCursor &`*cursor* `) const;`	IContainerControl
`virtual IContainerObject *` **objectAt** `( unsigned long` *index* `) const;`	IContainerControl
`virtual IContainerObject *` **objectCopy** `( );`	IContainerObject
`unsigned long` **objectCount** `( ) const;`	IContainerControl
`ICnrObjectSet` **objectList** `( ) const;`	IContainerControl
`IString` **objectText** `( ) const;`	ITitle
`IContainerObject *` **objectUnderPoint** `( const IPoint &`*point* `) const;`	IContainerControl
`static IWindow *` **objectWindow** `( );`	IWindow
`unsigned` **occurrencesOf** `( char` *aCharacter*`, unsigned` *startPos* `= ) const;`	I String
`unsigned` **occurrencesOf** `( char` *aCharacter*`, unsigned` *startPos* `= 1 ) const;`	IString
`unsigned` **occurrencesOf** `( const char *`*pSearchString*`, unsigned` *searchLen*`, unsigned` *startPos* `) const;`	IString
`unsigned` **occurrencesOf** `( const char *`*pString*`, unsigned` *startPos* `= ) const;`	I String
`unsigned` **occurrencesOf** `( const char *`*pString*`, unsigned` *startPos* `= 1 ) const;`	IString
`unsigned` **occurrencesOf** `( const IString &`*aString*`, unsigned` *startPos* `= ) const;`	I String
`unsigned` **occurrencesOf** `( const IString &`*aString*`, unsigned` *startPos* `= 1 ) const;`	IString
`unsigned` **occurrencesOf** `( const IStringTest &`*aTest*`, unsigned` *startPos* `= ) const;`	IString
`unsigned` **occurrencesOf** `( const IStringTest &`*aTest*`, unsigned` *startPos* `= 1 ) const;`	IString
`ISize` **oldSize** `( ) const;`	IResizeEvent
`virtual IDynamicLinkLibrary &` **open** `( );`	IDynamicLinkLibrary
`virtual Boolean` **openLibrary** `( IHelpNotifyEvent &`*notifyEvent* `);`	IHelpHandler
`ISplitCanvas::Orientation` **orientation** `( ) const;`	ISplitCanvas
`virtual Orientation` **orientation** `( ) const;`	INotebook
`OutlineType` **outlineType** `( ) const;`	IOutlineBox

User Interface Library - Other Member Functions

Member Function	Class
`unsigned long` **outstandingTransactionCount** `( ) const;`	IDDEClientConversation
`static unsigned` **overflow** `( );`	IBuffer
`IBuffer *` **overlayWith** `( const char *`*overlay*`, unsigned` *len*`, unsigned` *pos*`, char` *padCharacter* `);`	IDBCSBuffer
`virtual IBuffer *` **overlayWith** `( const char *`*overlay*`, unsigned` *len*`, unsigned` *pos*`, char` *padCharacter* `);`	IDBCSBuffer
`IString &` **overlayWith** `( const char *`*pOverlay*`, unsigned` *overlayLen*`, unsigned` *index*`, char` *padCharacter* `);`	IString
`I String &` **overlayWith** `( const char *`*pString*`, unsigned` *index* `= , char` *padCharacter* `= ' ' );`	I String
`IString &` **overlayWith** `( const char *`*pString*`, unsigned` *index* `= 1, char` *padCharacter* `= ' ' );`	IString
`static IString` **overlayWith** `( const IString &`*aString*`, const char *`*pOverlay*`, unsigned` *index* `= 1, char` *padCharacter* `= ' ' );`	IString
`static I String` **overlayWith** `( const IString &`*aString*`, const char *`*pOverlay*`, unsigned` *index* `= , char` *padCharacter* `= ' ' );`	I String
`static IString` **overlayWith** `( const IString &`*aString*`, const IString &`*anOverlay*`, unsigned` *index* `= 1, char` *padCharacter* `= ' ' );`	IString
`static I String` **overlayWith** `( const IString &`*aString*`, const IString &`*anOverlay*`, unsigned` *index* `= , char` *padCharacter* `= ' ' );`	I String
`I String &` **overlayWith** `( const IString &`*aString*`, unsigned` *index* `= , char` *padCharacter* `= ' ' );`	I String
`IString &` **overlayWith** `( const IString &`*aString*`, unsigned` *index* `= 1, char` *padCharacter* `= ' ' );`	IString
`IWindow *` **owner** `( ) const;`	IAccelerator, IWindow
`void *` **ownerItemData** `( ) const;`	IDrawItemEvent
`PackType` **packType** `( ) const;`	ISetCanvas
`ISize` **pad** `( ) const;`	ISetCanvas
`virtual IPageHandle` **page** `( ) const;`	INotebookDrawItemEvent
`virtual Boolean` **pageDown** `( IScrollEvent &`*event* `);`	IScrollHandler
`virtual IPageHandle` **pageHandle** `( ) const;`	IPageEvent, IPageHelpEvent, IPageSelectEvent
`virtual Boolean` **pageLeft** `( IScrollEvent &`*event* `);`	IScrollHandler
`virtual Boolean` **pageRight** `( IScrollEvent &`*event* `);`	IScrollHandler
`unsigned long` **pageScrollIncrement** `( ) const;`	IScrollBar
`PageSettings` **pageSettings** `( const IPageHandle &`*page* `);`	INotebook
`virtual ISize` **pageSize** `( ) const;`	INotebook
`virtual unsigned long` **pagesToEnd** `( const Cursor &`*cursor* `) const;`	INotebook
`virtual unsigned long` **pagesToEnd** `( const IPageHandle &`*page* `) const;`	INotebook
`virtual unsigned long` **pagesToMajorTab** `( const Cursor &`*cursor* `) const;`	INotebook
`virtual unsigned long` **pagesToMajorTab** `( const IPageHandle &`*page* `) const;`	INotebook
`virtual unsigned long` **pagesToMinorTab** `( const Cursor &`*cursor* `) const;`	INotebook

User Interface Library - Other Member Functions

Member Function	Class
virtual unsigned long **pagesToMinorTab** (const IPageHandle &*page*) const;	INotebook
virtual Boolean **pageUp** (IScrollEvent &*event*);	IScrollHandler
IWindow * **pageWindow** ( ) const;	IPageRemoveEvent
virtual Boolean **paintWindow** (IPaintEvent &*event*)= ;	IPaintHandler
IEventParameter1 **parameter1** ( ) const;	IEvent
IEventParameter2 **parameter2** ( ) const;	IEvent
IWindow * **parent** ( ) const;	IWindow
virtual IContainerObject * **parentObject** (const IContainerObject **childObject*) const;	IContainerControl
virtual IEntryField & **paste** ( );	IEntryField
virtual IMultiLineEdit & **paste** ( );	IMultiLineEdit
struct pib_s & **pib** ( );	ICurrentApplication
long **pointSize** ( ) const;	IFontDialog
unsigned long **pointSize** ( ) const;	IFont
virtual void **pokeAcknowledged** (IDDEAcknowledgePokeEvent &*event*);	IDDEClientConversation
virtual IDDEClientConversation & **pokeData** (const char **item*, const void **data*, unsigned long *dataLength*, const char **format* = "#1");	IDDEClientConversation
virtual Boolean **pokeData** (unsigned long *conversationId*, IDDEPokeEvent &*event*);	IDDETopicServer
IString **pokedData** ( ) const;	IDDEAcknowledgePokeEvent, IDDEPokeEvent
IContainerObject * **popupMenuObject** ( );	ICnrMenuHandler
IPoint **position** ( ) const;	ISWP, IWindow
virtual IViewPort & **positionViewWindow** (const IWindowHandle &*viewWindow*, const IRectangle &*viewRectangle*);	IViewPort
static void **postEvent** (const IMessageQueueHandle &*handle*, unsigned long *eventId*, const IEventParameter1 &*parm1* = ul, const IEventParameter2 &*parm2* = ul);	IMessageQueueHandle
void **postEvent** (EventType *eventType*, const IEventParameter1 &*parm1* = , const IEventParameter2 &*parm2* =) const;	IWindow
void **postEvent** (unsigned long *eventId*, const IEventParameter1 &*parm1* = , const IEventParameter2 &*parm2* =) const;	IWindow
void **postEvent** (unsigned long *eventId*, const IEventParameter1 &*parm1* = ul, const IEventParameter2 &*parm2* = ul) const;	IMessageQueueHandle
void **postEvent** (unsigned long *eventId*, const IEventParameter1 &*parm1* = ul, const IEventParameter2 &*parm2* = ul) const;	IWindowHandle
static void **postEvents** (unsigned long *eventId*, const IEventParameter1 &*parm1* = ul, const IEventParameter2 &*parm2* = ul);	IMessageQueueHandle
void **postEvents** (unsigned long *eventId*, const IEventParameter1 &*parm1* = ul, const IEventParameter2 &*parm2* = ul, BroadcastTo *value* = descendants) const;	IWindowHandle
Boolean **pressedOK** ( ) const;	IFileDialog, IFontDialog
IPresSpaceHandle **presSpace** ( ) const;	IWindow
const IPresSpaceHandle & **presSpaceHandle** ( ) const;	IPaintEvent
virtual IContainerColumn * **previous** ( );	IContainerControl::ColumnCursor

User Interface Library - Other Member Functions

Member Function	Class
`virtual IContainerObject * previous ( );`	IContainerControl::ObjectCursor, IContainerControl::TextCursor
`virtual IPageHandle previous ( );`	INotebook::Cursor
`virtual IPageHandle previousPage ( const IPageHandle &referencePage ) const;`	INotebook
`IPageHandle previousSelectedPageHandle ( ) const;`	IPageSelectEvent
`Scale primaryScale ( ) const;`	IProgressIndicator
`virtual IApplication::PriorityClass priorityClass ( ) const;`	IThread
`virtual unsigned priorityLevel ( ) const;`	IThread
`void * procAddress ( const char *procedureName );`	IDynamicLinkLibrary
`void * procAddress ( unsigned long procedureOrdinal );`	IDynamicLinkLibrary
`virtual void processMsgs ( );`	ICurrentThread
`virtual long queueSize ( ) const;`	IThread
`IRange range ( ) const;`	ISpinButton
`void reallocateString ( );`	ICnrReallocStringEvent
`virtual Boolean reallocateString ( ICnrReallocStringEvent &event );`	ICnrEditHandler
`void reallocateText ( );`	ICnrReallocStringEvent
`const IRectangle & rect ( ) const;`	IPaintEvent
`IRectangle rect ( ) const;`	IWindow
`unsigned char redMix ( ) const;`	IColor
`IContainerControl & refresh ( );`	IContainerControl
`IContainerControl & refresh ( Boolean refreshChildren );`	IContainerControl
`virtual IWindow & refresh ( Boolean refreshChildren = false );`	IWindow
`IContainerControl & refresh ( const IRectangle &invalidRectangle );`	IContainerControl
`virtual IWindow & refresh ( const IRectangle &invalidRectangle );`	IWindow
`virtual IContainerObject & refresh ( IContainerControl *container = );`	IContainerObject
`IContainerControl & refresh ( IContainerObject *object );`	IContainerControl
`static void refreshAllContainers ( );`	IContainerControl
`virtual INotebook & refreshTabs ( );`	INotebook
`double relativeSize ( ) const;`	IFrameExtension
`void releasePresSpace ( const IPresSpaceHandle &aPresentationSpaceHandle ) const;`	IWindow
`virtual unsigned long remainingStack ( ) const;`	ICurrentThread
`IAccelerator & remove ( );`	IAccelerator
`static IString remove ( const IString &aString, unsigned startPos );`	IString
`static I String remove ( const IString &aString, unsigned startPos );`	I String
`static IString remove ( const IString &aString, unsigned startPos, unsigned numChars );`	IString
`static I String remove ( const IString &aString, unsigned startPos, unsigned numChars );`	I String
`virtual Boolean remove ( IPageRemoveEvent &event );`	IPageHandler

User Interface Library - Other Member Functions

Member Function	Class
IString & **remove** (unsigned *startPos*);	IString
I String & **remove** (unsigned *startPos*);	I String
IBuffer * **remove** (unsigned *startPos*, unsigned *numChars*);	IDBCSBuffer
IString & **remove** (unsigned *startPos*, unsigned *numChars*);	IString
I String & **remove** (unsigned *startPos*, unsigned *numChars*);	I String
virtual IBuffer * **remove** (unsigned *startPos*, unsigned *numChars*);	IBuffer
long **remove** (unsigned long *index*);	IComboBox, IListBox
IComboBox & **removeAll** ( );	IComboBox
IListBox & **removeAll** ( );	IListBox
IMultiLineEdit & **removeAll** ( );	IMultiLineEdit
ISpinButton & **removeAll** ( );	ISpinButton
virtual IContainerControl & **removeAllObjects** ( );	IContainerControl
virtual INotebook & **removeAllPages** ( );	INotebook
IComboBox & **removeAt** (Cursor &*cursor*);	IComboBox
IListBox & **removeAt** (Cursor &*cursor*);	IListBox
ISpinButton & **removeAt** (Cursor &*cursor*, Boolean *immediateUpdate* = false);	ISpinButton
IMultiLineEdit & **removeChangedFlag** ( );	IMultiLineEdit
virtual IContainerControl & **removeColumn** (const IContainerColumn **column*);	IContainerControl
virtual IContainerControl & **removeColumnAt** (IContainerControl::ColumnCursor &*cursor*);	IContainerControl
IFrameWindow & **removeDefaultHandler** ( );	IFrameWindow
ISlider & **removeDetent** (unsigned long *detentId*);	ISlider
virtual IFrameWindow & **removeExtension** (IWindow **aWindow*);	IFrameWindow
virtual IWindow * **removeFromCell** (const IWindow **childWindow*);	IMultiCellCanvas
virtual IWindow * **removeFromCell** (unsigned long *column*, unsigned long *row*);	IMultiCellCanvas
virtual IFrameWindow & **removeFromWindowList** ( );	IFrameWindow
static void **removeFromWindowSet** (IWindow **window*);	IWindow
IWindow & **removeHandler** (IHandler **oldHandler*);	IWindow
virtual IContainerObject & **removeInUse** (IContainerControl **container* =);	IContainerObject
IContainerControl & **removeInUse** (IContainerObject **object*);	IContainerControl
IMultiLineEdit & **removeLine** (unsigned long *lineNumber*);	IMultiLineEdit
virtual Boolean **removeLink** (IString *item*, IString *format*, unsigned long *conversationId*);	IDDETopicServer
virtual IContainerControl & **removeObject** (IContainerObject **object*, Boolean *fAllContainers* = false);	IContainerControl
virtual IContainerControl & **removeObjectAt** (IContainerControl::ObjectCursor &*cursor*);	IContainerControl
virtual IContainerControl & **removeObjectAt** (IContainerControl::TextCursor &*cursor*);	IContainerControl
virtual INotebook & **removePage** (const Cursor &*cursor*);	INotebook

User Interface Library - Other Member Functions

Member Function	Class
virtual INotebook & **removePage** (const IPageHandle &*page*);	INotebook
virtual void **removeRef** ( );	IRefCounted
void **removeRef** ( );	IBuffer
IContainerControl & **removeSelected** (IContainerObject **object*);	IContainerControl
virtual IContainerControl & **removeSelectedObjects** ( );	IContainerControl
virtual void **removeSourceEmphasis** (const IMenuEvent &*menuEvent*);	ICnrMenuHandler, IMenuHandler
virtual IMenu & **removeSubMenu** (unsigned long *itemWithSubMenuId*);	IMenu
virtual ISubMenu & **removeSubMenu** (unsigned long *itemWithSubmenuId*);	ISubMenu
IMenu & **removeSubMenuAt** (Cursor &*cursor*);	IMenu
ISubMenu & **removeSubMenuAt** (Cursor &*cursor*);	ISubMenu
virtual INotebook & **removeTabSection** (const Cursor &*cursor*);	INotebook
virtual INotebook & **removeTabSection** (const IPageHandle &*page*);	INotebook
static IString **removeWords** (const IString &*aString*, unsigned *startWord*);	IString
static IString **removeWords** (const IString &*aString*, unsigned *startWord*, unsigned *numWords*);	IString
IString & **removeWords** (unsigned *firstWord*);	IString
IString & **removeWords** (unsigned *firstWord*, unsigned *numWords*);	IString
unsigned long **repeatCount** ( ) const;	IKeyboardEvent
ISpinButton & **replaceAt** (const char **newString*, Cursor &*cursor*, Boolean *immediateUpdate* = false);	ISpinButton
IComboBox & **replaceAt** (const Cursor &*cursor*, const IString &*strNew*);	IComboBox
IListBox & **replaceAt** (const Cursor &*cursor*, const IString &*strNew*);	IListBox
IDDERequestDataEvent & **requestAck** ( );	IDDERequestDataEvent
virtual IDDEClientConversation & **requestData** (const char **item*, const char **format* = "#1");	IDDEClientConversation
virtual Boolean **requestData** (unsigned long *conversationId*, IDDERequestDataEvent &*event*)= ;	IDDETopicServer
virtual void **requestHotLinkData** (IDDERequestDataEvent &*event*);	IDDETopicServer
virtual Boolean **resize** (IPageEvent &*event*);	IPageHandler
const IResourceLibrary & **resourceLibrary** ( ) const;	IResourceId
virtual IResourceLibrary & **resourceLibrary** ( ) const;	ICurrentApplication, IInfoArea
virtual IFrameWindow & **restore** ( );	IFrameWindow
virtual IRectangle **restoreRect** ( ) const;	IFrameWindow
IEventResult **result** ( ) const;	IEvent
virtual unsigned long **result** ( ) const;	IFrameWindow
virtual void **resume** ( );	IThread
long **returnValue** ( ) const;	IFileDialog, IFontDialog
IBuffer * **reverse** ( );	IDBCSBuffer
IString & **reverse** ( );	IString

User Interface Library - Other Member Functions

Member Function	Class
`virtual IBuffer * reverse ( );`	IBuffer
`static IString reverse ( const IString &aString );`	IString
`Coord right ( ) const;`	IRectangle
`IPoint rightCenter ( ) const;`	IRectangle
`static IString rightJustify ( const IString &aString, unsigned length, char padCharacter = ' ' );`	IString
`IString & rightJustify ( unsigned length, char padCharacter = ' ' );`	IString
`IBuffer * rightJustify ( unsigned newLen, char padCharacter );`	IDBCSBuffer
`virtual IBuffer * rightJustify ( unsigned newLen, char padCharacter );`	IBuffer
`unsigned long rowHeight ( unsigned long row ) const;`	IMultiCellCanvas
`virtual ICurrentApplication & run ( );`	ICurrentApplication
`virtual void run ( );`	IThreadFn, IThreadMemberFn
`IString saveAsEAType ( ) const;`	IFileDialog
`virtual Boolean saved ( IFrameEvent &frameEvent );`	IFrameHandler
`IRectangle & scaleBy ( const IPair &aPair );`	IRectangle
`IRectangle & scaleBy ( Coord coord );`	IRectangle
`IRectangle & scaleBy ( double factor );`	IRectangle
`IRectangle & scaleBy ( double xfact, double yfact );`	IRectangle
`IPair & scaleBy ( double xFactor, double yFactor );`	IPair
`IRectangle scaledBy ( const IPair &aPair ) const;`	IRectangle
`IRectangle scaledBy ( Coord coord ) const;`	IRectangle
`IRectangle scaledBy ( double factor ) const;`	IRectangle
`IRectangle scaledBy ( double xfact, double yfact ) const;`	IRectangle
`IPair scaledBy ( double xFactor, double yFactor ) const;`	IPair
`unsigned long scanCode ( ) const;`	IKeyboardEvent
`virtual Boolean scanCodeKeyPress ( IKeyboardEvent &keyevt );`	IKeyboardHandler
`virtual IContainerControl & scroll ( long vericalPixels, long horizontalPixels, Boolean rightSide = false );`	IContainerControl
`IRange scrollableRange ( ) const;`	IScrollBar
`long scrollAmount ( ) const;`	IScrollEvent
`IScrollBar * scrollBarWindow ( ) const;`	IScrollEvent
`unsigned long scrollBoxPosition ( ) const;`	IScrollBar
`IRange scrollBoxRange ( ) const;`	IScrollBar
`virtual Boolean scrollBoxTrack ( IScrollEvent &event );`	IScrollHandler
`virtual Boolean scrollBoxTrackEnd ( IScrollEvent &event );`	IScrollHandler
`virtual IContainerControl & scrollDetailsHorizontally ( long horizontalPixels, Boolean rightSide = false );`	IContainerControl
`virtual Boolean scrollEnd ( IScrollEvent &event );`	IScrollHandler

User Interface Library - Other Member Functions

Member Function	Class
virtual IContainerControl & **scrollHorizontally** (long *pixels*, Boolean *rightSide* = false);	IContainerControl
virtual IContainerControl & **scrollToObject** (const IContainerObject **object*);	IContainerControl
virtual IContainerControl & **scrollToObject** (const IContainerObject **object*, const IContainerColumn **column*, Boolean *leftJustify* = true);	IContainerControl
virtual IContainerControl & **scrollVertically** (long *pixels*);	IContainerControl
virtual IViewPort & **scrollViewHorizontallyTo** (unsigned long *leftOffset*);	IViewPort
virtual IViewPort & **scrollViewVerticallyTo** (unsigned long *topOffset*);	IViewPort
IWindowHandle **searchListWindow** ( ) const;	IHelpWindow
unsigned **seconds** ( ) const;	ITime
ISettingButton & **select** ( );	ISettingButton
virtual Boolean **select** (IPageSelectEvent &*event*);	IPageHandler
IComboBox & **select** (unsigned long *index*, Boolean *select* = true);	IComboBox
IListBox & **select** (unsigned long *index*, Boolean *select* = true);	IListBox
IListBox & **selectAll** ( );	IListBox
virtual Boolean **selected** (IControlEvent &*event*);	ISelectHandler
virtual Boolean **selectedChanged** (ICnrEmphasisEvent &*event*);	ICnrHandler
unsigned **selectedFileCount** ( ) const;	IFileDialog
unsigned long **selectedIndex** ( ) const;	IRadioButton
unsigned long **selectedItem** ( ) const;	IMenu
IRange **selectedRange** ( ) const;	IEntryField, IMultiLineEdit
IString **selectedText** ( ) const;	IEntryField, IMultiLineEdit
unsigned long **selectedTextLength** ( ) const;	IMultiLineEdit
I3StateCheckBox & **selectHalftoned** ( );	I3StateCheckBox
unsigned long **selection** ( );	IComboBox, IListBox
virtual IMenu & **selectItem** (unsigned long *itemId*);	IMenu
IEntryField & **selectRange** (const IRange &*range* = IRange (, end));	IEntryField
IMultiLineEdit & **selectRange** (const IRange &*range* = IRange (, end));	IMultiLineEdit
IEventResult **sendEvent** (EventType *eventType*, const IEventParameter1 &*parm1* = IWindow, const IEventParameter2 &*parm2* =) const;	
IEventResult **sendEvent** (unsigned long *eventId*, const IEventParameter1 &*parm1* = IWindow, const IEventParameter2 &*parm2* =) const;	
IEventResult **sendEvent** (unsigned long *eventId*, const IEventParameter1 &*parm1* = windowHandle, const IEventParameter2 &*parm2* = ul) const;	
void **sendEvents** (unsigned long *eventId*, const IEventParameter1 &*parm1* = ul, IWindowHandle const IEventParameter2 &*parm2* = ul, BroadcastTo *value* = descendants) const;	
unsigned **separatorWidth** ( ) const;	IFrameExtension
IWindowHandle **serverHandle** ( ) const;	IDDETopicServer
IAccelerator & **set** (const IAccelTblHandle &*haccel*);	IAccelerator
IAccelerator & **set** (const IResourceId &*accelResId*);	IAccelerator

User Interface Library - Other Member Functions

Member Function	Class
IAccelerator & **set** (unsigned long *accelResId*);	IAccelerator
Settings & **setAccelerator** (unsigned long *accelerator*);	IHelpWindow::Settings
Settings & **setAccelResLibrary** (const char **menuAccelResLibrary*);	IHelpWindow::Settings
IHelpWindow & **setActiveWindow** (IFrameWindow **handlerWindow*, IFrameWindow **relativeWindow* =);	IHelpWindow
IEntryField & **setAlignment** (Alignment *alignment*);	IEntryField
IStaticText & **setAlignment** (Alignment *alignment*);	IStaticText
ISpinButton & **setAlignment** (Alignment *aValue* = left);	ISpinButton
ISetCanvas & **setAlignment** (Alignment *value*);	ISetCanvas
IFont & **setAllEmphasis** (Boolean *turnOn* = true);	IFont
IDDESetAcknowledgeInfoEvent & **setApplicationBusy** ( );	IDDESetAcknowledgeInfoEvent
IDDESetAcknowledgeInfoEvent & **setApplicationSpecificData** (unsigned char *applicationData*);	IDDESetAcknowledgeInfoEvent
virtual ICurrentApplication & **setArgs** (int *argc*, const char *const *argv* []);	ICurrentApplication
ISlider & **setArmSize** (const ISize &*sliderArm*);	ISlider
IMenuItem & **setAttribute** (unsigned long *newAttribute*);	IMenuItem
virtual void **setAttributes** (IContainerObject **object*, unsigned long *attributeToTurnOn*, unsigned long *attributeToTurnOff*);	IContainerControl
virtual IContainerObject & **setAttributes** (unsigned long *attributeTurnedOff*, unsigned long *attributeTurnedOn*, IContainerControl **container* =);	IContainerObject
IWindow & **setAutoDeleteObject** (Boolean *autoDelete* = true);	IWindow
IWindow & **setAutoDestroyWindow** (Boolean *autoDestroy* = false);	IWindow
virtual IThread & **setAutoInitPM** (Boolean *initFlag*);	IThread
virtual IContainerObject & **setBase** (const IMiniCnrRecord **baseRecord*);	IContainerObject
virtual INotebook & **setBinding** (Binding *binding*);	INotebook
IMenuItem & **setBitmap** (const IBitmapHandle &*menuItem*);	IMenuItem
IMenuItem & **setBitmap** (const IResourceId &*bitmapResId*);	IMenuItem
IBitmapControl & **setBitmap** (const IResourceId &*bmpId*);	IBitmapControl
IBitmapControl & **setBitmap** (IBitmapHandle *handle*);	IBitmapControl
IBitmapControl & **setBitmap** (ISystemBitmapHandle::Identifier *bmp*);	IBitmapControl
IMenuItem & **setBitmap** (unsigned long *bitmapResId*);	IMenuItem
virtual IMenu & **setBitmap** (unsigned long *menuItemId*, const IBitmapHandle &*bitmapHandle*);	IMenu
virtual ISubMenu & **setBitmap** (unsigned long *menuItemId*, const IBitmapHandle &*bitmapHandle*);	ISubMenu
virtual IMenu & **setBitmap** (unsigned long *menuItemId*, const IResourceId &*newBitmapResId*);	IMenu
virtual ISubMenu & **setBitmap** (unsigned long *menuItemId*, const IResourceId &*newBitmapResId*);	ISubMenu
virtual IMenu & **setBitmap** (unsigned long *menuItemId*, unsigned long *newBitmapResId*);	

User Interface Library - Other Member Functions

Member Function	Class
virtual ISubMenu & **setBitmap** (unsigned long *menuItemId*, unsigned long *newBitmapResId*);	ISubMenu
IColor & **setBlue** (unsigned char *blueMix*);	IColor
IFont & **setBold** (Boolean *bold* = true);	IFont
IString & **setBuffer** (IBuffer **ibuff*);	IString
IDDEEvent & **setBuffer** (IString *dataBuffer*);	IDDEEvent
IDDEBeginEvent & **setCaseSensitive** (Boolean *caseSensitive*);	IDDEBeginEvent
IMultiLineEdit & **setChangedFlag** ( );	IMultiLineEdit
IFont & **setCharHeight** (unsigned long *height*);	IFont
IFont & **setCharSize** (const ISize &*size*);	IFont
IEntryField & **setCharType** (CharType *type*);	IEntryField
IFont & **setCharWidth** (unsigned long *width*);	IFont
IMenuItem & **setChecked** (Boolean *checked* = true);	IMenuItem
virtual IFrameWindow & **setClient** (IControl **newClient*);	IFrameWindow
IFrameFormatEvent & **setClientRect** (const IRectangle &*aRect*);	IFrameFormatEvent
virtual IContainerObject & **setClosed** ( );	IContainerObject
ICanvas & **setColor** (ColorArea *area*, const IColor &*color*);	ICanvas
IScrollBar & **setColor** (ColorArea *area*, const IColor &*color*);	IScrollBar
ISetCanvas & **setColor** (ColorArea *area*, const IColor &*color*);	ISetCanvas
IViewPort & **setColor** (ColorArea *area*, const IColor &*color*);	IViewPort
virtual INotebook & **setColor** (ColorArea *area*, const IColor &*color*);	INotebook
IButton & **setColor** (ColorArea *value*, const IColor &*color*);	IButton
IEntryField & **setColor** (ColorArea *value*, const IColor &*color*);	IEntryField
IFrameWindow & **setColor** (ColorArea *value*, const IColor &*color*);	IFrameWindow
IGroupBox & **setColor** (ColorArea *value*, const IColor &*color*);	IGroupBox
IListBox & **setColor** (ColorArea *value*, const IColor &*color*);	IListBox
IMenu & **setColor** (ColorArea *value*, const IColor &*color*);	IMenu
IOutlineBox & **setColor** (ColorArea *value*, const IColor &*color*);	IOutlineBox
IProgressIndicator & **setColor** (ColorArea *value*, const IColor &*color*);	IProgressIndicator
ISpinButton & **setColor** (ColorArea *value*, const IColor &*color*);	ISpinButton
IStaticText & **setColor** (ColorArea *value*, const IColor &*color*);	IStaticText
ITitle & **setColor** (ColorArea *value*, const IColor &*color*);	ITitle
virtual IContainerControl & **setColor** (ColorArea *value*, const IColor &*color*);	IContainerControl
virtual IMultiLineEdit & **setColor** (ColorArea *value*, const IColor &*color*);	IMultiLineEdit
IMultiCellCanvas & **setColor** (const IColor &*color*);	IMultiCellCanvas
void **setColor** (const IColor &*newColor*);	IGUIColor
ISplitCanvas & **setColor** (SplitBarArea *value*, const IColor &*color*);	ISplitCanvas
IWindow & **setColor** (unsigned long *colorArea*, const IColor &*color*);	IWindow

User Interface Library - Other Member Functions

Member Function	Class
IContainerColumn & **setColumnInfo** (_FIELDINFO *fieldinfo);	IContainerColumn
IMultiCellCanvas & **setColumnWidth** (unsigned long *column*, unsigned long *widthInPixels*, Boolean *expandable* = false);	IMultiCellCanvas
IMenuItem & **setCommand** (CommandType *aValue*);	IMenuItem
IContainerColumn & **setContainer** (IContainerControl *container*);	IContainerColumn
virtual void **setContainerAttributes** (unsigned long *attributeToTurnOff*, unsigned long *attributeToTurnOn*);	IContainerControl
IPair & **setCoord1** (Coord *coord1*);	IPair
IPair & **setCoord2** (Coord *coord2*);	IPair
ISpinButton & **setCurrent** (const Cursor &*cursor*);	ISpinButton
ColumnCursor & **setCurrent** (const IContainerColumn *currentColumn*);	IContainerControl::ColumnCursor
ObjectCursor & **setCurrent** (const IContainerObject *currentObject*);	IContainerControl::ObjectCursor
TextCursor & **setCurrent** (const IContainerObject *currentObject*);	IContainerControl::TextCursor
void **setCurrent** (const IPageHandle &*current*);	INotebook::Cursor
ISpinButton & **setCurrent** (long *aValue*);	ISpinButton
IContainerControl & **setCursor** (IContainerObject *object*);	IContainerControl
IMultiLineEdit & **setCursorAt** (unsigned long *cursorPosition*);	IMultiLineEdit
IMultiLineEdit & **setCursorAtLine** (unsigned long *lineNumber*);	IMultiLineEdit
IDDERequestDataEvent & **setData** (const char *dataString*);	IDDERequestDataEvent
IDDERequestDataEvent & **setData** (const void *dataBuffer*, unsigned long *dataLength*);	IDDERequestDataEvent
virtual IContainerColumn & **setDataAttributes** (unsigned long *dataAttributes*);	IContainerColumn
IContainerColumn & **setDataOffset** (unsigned long *dataOffset*);	IContainerColumn
ISetCanvas & **setDeckCount** (unsigned long *decks*);	ISetCanvas
ISetCanvas & **setDeckOrientation** (DeckOrientation *value*);	ISetCanvas
IProfile & **setDefaultApplicationName** (const char *applName*);	IProfile
static void **setDefaultAttribute** (Attribute *attribute*);	IContainerControl
static void **setDefaultAttribute** (const Attribute &*aAttribute*);	IMenuItem
static void **setDefaultAutoInitPM** (Boolean *initFlag*);	IThread
static void **setDefaultCell** (const ISize &*widthAndHeight*);	IMultiCellCanvas
virtual void **setDefaultContainer** (const Attribute &*attribute*);	IContainerControl
static void **setDefaultDataStyle** (DataStyle *dataStyle*);	IContainerColumn
static void **setDefaultHeadingStyle** (HeadingStyle *headingStyle*);	IContainerColumn
static void **setDefaultQueueSize** (long *queueSize*);	IThread
static void **setDefaultStackSize** (unsigned long *aSize*);	IThread
static void **setDefaultStyle** (const Style &*aStyle*);	ICanvas, IFrameWindow, IMenu, IMenuBar, IMenuItem, INotebook, IProgressIndicator, IScrollBar, ISetCanvas, ISlider, ISpinButton, ISplitCanvas, IViewPort

User Interface Library - Other Member Functions

Member Function	Class
`static void` **setDefaultStyle** `( Style` *style* `);`	IBitmapControl, ICheckBox, IComboBox, IContainerControl, IEntryField, IFileDialog, IFontDialog, IGroupBox, IIconControl, IListBox, IMultiLineEdit, IOutlineBox, IPushButton, IRadioButton, IScrollBar, IStaticText, I3StateCheckBox
`IMessageText &` **setDefaultText** `( const char *`*text* `);`	IMessageText
`IContainerControl &` **setDeleteColumnsOnClose** `( Boolean` *destroy* `= true );`	IContainerControl
`IContainerControl &` **setDeleteObjectsOnClose** `( Boolean` *destroy* `= true );`	IContainerControl
`virtual IFrameWindow &` **setDestroyOnClose** `( Boolean` *onOrOff* `= true );`	IFrameWindow
`virtual IContainerControl &` **setDetailsViewSplit** `( const IContainerColumn *`*lastColumnBeforeSplit*`, unsigned long` *pixelsFromLeft* `= 5 );`	IContainerControl
`Settings &` **setDialogTemplate** `( const IResourceId &`*resId* `);`	IFileDialog::Settings, IFontDialog::Settings
`IFont &` **setDirection** `( Direction` *direction* `);`	IFont
`IMenuItem &` **setDisabled** `( Boolean` *disabled* `= true );`	IMenuItem
`virtual IInfoArea &` **setDisabledText** `( const IString &`*id* `);`	IInfoArea
`virtual IInfoArea &` **setDisabledText** `( unsigned long` *id* `);`	IInfoArea
`Settings &` **setDisplayPS** `( const IPresSpaceHandle &`*hpsDisplay* `);`	IFontDialog::Settings
`virtual IContainerColumn &` **setDisplayWidth** `( unsigned long` *widthInPixels* `);`	IContainerColumn
`IMenuItem &` **setDrawItem** `( Boolean` *drawItem* `= true );`	IMenuItem
`virtual IContainerControl &` **setEditColumn** `( IContainerColumn *`*column* `);`	IContainerControl
`virtual IContainerControl &` **setEditMLE** `( IMultiLineEdit *`*editField* `);`	IContainerControl
`virtual IContainerControl &` **setEditObject** `( IContainerObject *`*object* `);`	IContainerControl
`IMultiLineEdit &` **setEditRegion** `( );`	IMultiLineEdit
`IMultiLineEdit &` **setEditRegion** `( const ISize &`*sizeEditRegion* `);`	IMultiLineEdit
`IMultiLineEdit &` **setEditRegionHeight** `( long` *height* `);`	IMultiLineEdit
`IMultiLineEdit &` **setEditRegionWidth** `( long` *width* `);`	IMultiLineEdit
`virtual void` **setEmphasis** `( IContainerObject *`*object*`, unsigned long` *emphasisAttribute*`, Boolean` *setOn* `= true );`	IContainerControl
`virtual IContainerObject &` **setEmphasis** `( unsigned long` *emphasisAttribute*`, Boolean` *turnOn* `= true, IContainerControl *`*container* `= );`	IContainerObject
`IException &` **setErrorId** `( unsigned long` *errorId* `);`	IException
`static IWindow::ExceptionFn *` **setExceptionFunction** `( IWindow::ExceptionFn *`*exceptionObject* `);`	IWindow
`IContainerControl &` **setExtendedSelection** `( );`	IContainerControl
`IFrameWindow &` **setExtensions** `( IFrameExtensions *`*p* `);`	IFrameWindow
`virtual IFrameWindow &` **setExtensionSize** `( IWindow *`*aWindow*`, double` *widthOrHeight*`, );`	IFrameWindow

User Interface Library - Other Member Functions

Member Function	Class
virtual IFrameWindow & **setExtensionSize** (IWindow *_aWindow_, int _widthOrHeight_);	IFrameWindow
Settings & **setFamily** (const char *_fontFamily_);	IFontDialog::Settings
ISpinButton & **setFastSpin** (Boolean _fast_ = true);	ISpinButton
Settings & **setFileName** (char *_fileName_);	IFileDialog::Settings
virtual IWindow & **setFocus** ( );	IWindow
virtual IControl & **setFont** (IFont &_fm_);	IControl
virtual IMultiLineEdit & **setFont** (IFont &_font_);	IMultiLineEdit
IFont & **setFontAngle** (const IPoint &_point_);	IFont
IFont & **setFontShear** (const IPoint &_point_);	IFont
IMenuItem & **setFramed** (Boolean _framed_ = true);	IMenuItem
IColor & **setGreen** (unsigned char _greenMix_);	IColor
virtual IContainerColumn & **setHeadingIcon** (const IPointerHandle &_iconHandle_);	IContainerColumn
virtual IContainerColumn & **setHeadingIcon** (const IResourceId &_iconId_);	IContainerColumn
virtual IContainerColumn & **setHeadingIcon** (unsigned long _iconId_);	IContainerColumn
virtual IContainerColumn & **setHeadingText** (const char *_text_);	IContainerColumn
virtual IContainerColumn & **setHeadingText** (const IResourceId &_textId_);	IContainerColumn
ISize & **setHeight** (Coord _cy_);	ISize
IListBox & **setHeight** (long _newHeight_);	IListBox
virtual Boolean **setHeight** (short &_height_);	IListBoxDrawItemHandler
IContainerColumn & **setHelpId** (unsigned long _helpId_);	IContainerColumn
Settings & **setHelpResLibrary** (const char *_helpTableResLibrary_);	IHelpWindow::Settings
IHelpWindow & **setHelpTable** (const IResourceId &_helpTable_);	IHelpWindow
Settings & **setHelpTable** (unsigned long _helpTable_);	IHelpWindow::Settings
IMenuItem & **setHighlighted** (Boolean _highlighted_ = true);	IMenuItem
IProgressIndicator & **setHomePosition** (HomePosition _home_);	IProgressIndicator
IMenu & **setHorizontalBar** (Boolean _horizontal_ = true);	IMenu
virtual IFrameWindow & **setIcon** (const IPointerHandle &_icon_);	IFrameWindow
virtual IContainerObject & **setIcon** (const IPointerHandle &_iconHandle_);	IContainerObject
IIconControl & **setIcon** (const IResourceId &_iconId_);	IIconControl
virtual IContainerObject & **setIcon** (const IResourceId &_iconId_);	IContainerObject
virtual IFrameWindow & **setIcon** (const IResourceId &_iconResId_);	IFrameWindow
IIconControl & **setIcon** (IPointerHandle _handle_);	IIconControl
IIconControl & **setIcon** (ISystemPointerHandle::Identifier _icon_);	IIconControl
virtual IContainerObject & **setIcon** (unsigned long _iconId_);	IContainerObject
virtual IFrameWindow & **setIcon** (unsigned long _iconResId_);	IFrameWindow
IContainerControl & **setIconSize** (const ISize &_iconSize_);	IContainerControl
virtual IContainerObject & **setIconText** (const char *_iconText_);	IContainerObject
virtual IContainerObject & **setIconText** (const IResourceId &_iconTextId_);	IContainerObject

User Interface Library - Other Member Functions

Member Function	Class
virtual IContainerObject & **setIconText** (const IString &*iconText*);	IContainerObject
virtual IApplication & **setId** (const IProcessId &*id*);	IApplication
virtual IInfoArea & **setInactiveText** (const IString &*id*);	IInfoArea
virtual IInfoArea & **setInactiveText** (unsigned long *id*);	IInfoArea
IMenuItem & **setIndex** (long *index* = atEnd ( ));	IMenuItem
Settings & **setInitialDrive** (char **drive*);	IFileDialog::Settings
Settings & **setInitialFileType** (char **fileType*);	IFileDialog::Settings
ISpinButton & **setInputType** (Type *aValue* = alphanumeric);	ISpinButton
virtual IContainerObject & **setInUse** (Boolean *inUse* = true, IContainerControl **container* =);	IContainerObject
IContainerControl & **setInUse** (IContainerObject **object*, Boolean *inUse* = true);	IContainerControl
IFont & **setItalic** (Boolean *italics* = true);	IFont
virtual IMenu & **setItem** (const IMenuItem &*menuItem*);	IMenu
virtual ISubMenu & **setItem** (const IMenuItem &*menuItem*);	ISubMenu
IComboBox & **setItemHandle** (unsigned long *index*, unsigned long *handle*);	IComboBox
IListBox & **setItemHandle** (unsigned long *index*, unsigned long *handle*);	IListBox
IComboBox & **setItemText** (unsigned long *index*, const char **string*);	IComboBox
IListBox & **setItemText** (unsigned long *index*, const char **string*);	IListBox
IMenuItem & **setLayout** (LayoutType *aValue*);	IMenuItem
virtual IWindow & **setLayoutDistorted** (Boolean *distorted* = true);	IWindow
ICanvas & **setLayoutSize** (const ISize &*size*);	ICanvas
IEntryField & **setLeftIndex** (unsigned long *index*);	IEntryField
Settings & **setLibraries** (const char **helpLibraryNames*);	IHelpWindow::Settings
IEntryField & **setLimit** (const IResourceId &*textLimit*);	IEntryField
ISpinButton & **setLimit** (unsigned long *aNumber*);	ISpinButton
IMultiLineEdit & **setLimit** (unsigned long *newLimit*);	IMultiLineEdit
IEntryField & **setLimit** (unsigned long *textLimit*);	IEntryField
IContainerControl & **setLineSpacing** (long *lineSpacing*);	IContainerControl
IResourceLock & **setLock** (long *timeOut* = -1);	IResourceLock
IRange & **setLowerBound** (Coord *lower*);	IRange
virtual INotebook & **setMajorTabSize** (const ISize &*sizeMajorTab*);	INotebook
ISetCanvas & **setMargin** (const ISize &*margin*);	ISetCanvas
ISpinButton & **setMaster** ( );	ISpinButton
IMenuBar & **setMenu** (const IResourceId &*menuResId*);	IMenuBar
Settings & **setMenuBar** (unsigned long *menuBar*);	IHelpWindow::Settings
static void **setMessageFile** (const char **msgFileName*);	IBase
IDDESetAcknowledgeInfoEvent & **setMessageNotUnderstood** ( );	IDDESetAcknowledgeInfoEvent
IWindow & **setMinimumSize** (const ISize &*sizMin*);	IWindow

User Interface Library - Other Member Functions

Member Function	Class
virtual INotebook & **setMinorTabSize** (const ISize &*sizeMinorTab*);	INotebook
IScrollBar & **setMinScrollIncrement** (unsigned long *scrollableRangeUnits* = 1);	IScrollBar
virtual IInfoArea & **setMissingText** (const IString &*id*);	IInfoArea
virtual IInfoArea & **setMissingText** (unsigned long *id*);	IInfoArea
IContainerControl & **setMixedTargetEmphasis** ( );	IContainerControl
void **setMLEHandler** (IHandler **anMLEHandler*);	ICnrEditHandler
IContainerControl & **setMultipleSelection** ( );	IContainerControl
IFont & **setName** (const char **name*);	IFont
IMenuItem & **setNoDismiss** (Boolean *noDismiss* = true);	IMenuItem
IContainerControl & **setNormalTargetEmphasis** ( );	IContainerControl
ITitle & **setObjectText** (const char **objectName*);	ITitle
ITitle & **setObjectText** (const IResourceId &*objectNameResId*);	ITitle
Settings & **setOKButtonText** (char **newText*);	IFileDialog::Settings
Settings & **setOKButtonText** (const IResourceId &*resId*);	IFileDialog::Settings
virtual IContainerObject & **setOpen** (Boolean *open* = true);	IContainerObject
Settings & **setOpenDialog** ( );	IFileDialog::Settings
IContainerControl & **setOrderedTargetEmphasis** ( );	IContainerControl
virtual INotebook & **setOrientation** (Orientation *orientation*);	INotebook
ISplitCanvas & **setOrientation** (Orientation *value*);	ISplitCanvas
IFont & **setOutline** (Boolean *outline* = true);	IFont
IOutlineBox & **setOutlineType** (OutlineType *type*);	IOutlineBox
virtual IWindow & **setOwner** (const IWindow **newOwner*);	IWindow
ISetCanvas & **setPackType** (PackType *value*);	ISetCanvas
ISetCanvas & **setPad** (const ISize &*pad*);	ISetCanvas
virtual INotebook & **setPageButtonSize** (const ISize &*sizePageButton*);	INotebook
IScrollBar & **setPageScrollIncrement** (unsigned long *scrollableRangeUnits* =);	IScrollBar
virtual IWindow & **setParent** (const IWindow **newParent*);	IWindow
Settings & **setPointSize** (unsigned long *pointSize*);	IFontDialog::Settings
IFont & **setPointSize** (unsigned long *size*);	IFont
ISWP & **setPosition** (const IPoint &*aPoint*);	ISWP
Settings & **setPosition** (const IPoint &*pos*);	IFileDialog::Settings, IFontDialog::Settings
Settings & **setPreviewText** (const char **previewText*);	IFontDialog::Settings
IProgressIndicator & **setPrimaryScale** (Scale *primaryScale*);	IProgressIndicator
Settings & **setPrinterPS** (const IPresSpaceHandle &*hpsPrinter*);	IFontDialog::Settings
virtual IThread & **setPriority** (IApplication::PriorityClass *aClass*, unsigned long *level*);	IThread
IApplication & **setPriority** (PriorityClass *priorityClass*, unsigned *priorityLevel* = 0, Boolean *setDescendents* = false);	IApplication

User Interface Library - Other Member Functions

Member Function	Class
virtual IThread & **setQueueSize** (long *queueSize*);	IThread
ISpinButton & **setRange** (const IRange &*aNewRange*, Boolean *override* = false);	ISpinButton
ISpinButton & **setReadOnly** (Boolean *readOnly* = true);	ISpinButton
IColor & **setRed** (unsigned char *redMix*);	IColor
IContainerControl & **setRefreshOff** ( );	IContainerControl
virtual IContainerObject & **setRefreshOff** ( );	IContainerObject
IContainerControl & **setRefreshOn** (Boolean *on* = true);	IContainerControl
virtual IContainerObject & **setRefreshOn** (Boolean *refreshOn* = true);	IContainerObject
virtual IInfoArea & **setResourceLibrary** (const char **resDLLName*);	IInfoArea
virtual ICurrentApplication & **setResourceLibrary** (const char **resLibName*);	ICurrentApplication
virtual IInfoArea & **setResourceLibrary** (const IModuleHandle &*resMod*);	IInfoArea
virtual IFrameWindow & **setRestoreRect** (const IRectangle &*aRect*);	IFrameWindow
IEvent & **setResult** (const IEventResult &*eventResult*);	IEvent
virtual IFrameWindow & **setResult** (unsigned long *result*);	IFrameWindow
IMultiCellCanvas & **setRowHeight** (unsigned long *row*, unsigned long *heightInPixels*, Boolean *expandable* = false);	IMultiCellCanvas
Settings & **setSaveAsDialog** ( );	IFileDialog::Settings
IScrollBar & **setScrollableRange** (const IRange &*minMax*);	IScrollBar
IScrollBar & **setScrollBar** (const IRange &*scrollableRange*, unsigned long *visibleControl*);	IScrollBar
IMenuItem & **setSelectable** (Boolean *selectable* = true);	IMenuItem
IContainerControl & **setSelected** (IContainerObject **object*, Boolean *select* = true);	IContainerControl
IMenuItem & **setSeparator** ( );	IMenuItem
ISpinButton & **setServantMaster** (const ISpinButton &*master*);	ISpinButton
IException & **setSeverity** (Severity *severity*);	IException
IProgressIndicator & **setShaftBreadth** (unsigned long *breadth*);	IProgressIndicator
IProgressIndicator & **setShaftPosition** (const IPoint &*lowerLeft*);	IProgressIndicator
IContainerControl & **setSingleSelection** ( );	IContainerControl
ISWP & **setSize** (const ISize &*aSize*);	ISWP
IFrameExtension & **setSize** (double *widthOrHeight*);	IFrameExtension
IFrameExtension & **setSize** (int *widthOrHeight*);	IFrameExtension
virtual Boolean **setSize** (ISize &*newSize*);	IMenuDrawItemHandler
Settings & **setSizeList** (const char **sizeList*);	IFontDialog::Settings
ISplitCanvas & **setSplitBarThickness** (SplitBarArea *value*, unsigned long *thickness*);	ISplitCanvas
ISplitCanvas & **setSplitWindowPercentage** (IWindow **window*, unsigned long *percentage*);	ISplitCanvas
virtual IThread & **setStackSize** (unsigned long *aSize*);	IThread
IDDEEvent & **setStatus** (unsigned short *status*);	IDDEEvent
virtual INotebook::PageSettings & **setStatusText** (const char **statusText*);	INotebook::PageSettings

User Interface Library - Other Member Functions

Member Function	Class
virtual INotebook & **setStatusText** (const IPageHandle &*referencePage*, const char **statusText*);	INotebook
virtual INotebook & **setStatusText** (const IPageHandle &*referencePage*, const IResourceId &*resourceId*);	INotebook
virtual INotebook::PageSettings & **setStatusText** (const IResourceId &*resourceId*);	INotebook::PageSettings
virtual INotebook & **setStatusTextAlignment** (TextAlignment *alignment*);	INotebook
IFont & **setStrikeout** (Boolean *strikeout* = true);	IFont
virtual IInfoArea & **setStringTableOffset** (long *newOffset*);	IInfoArea
IMenuItem & **setStyle** (unsigned long *newStyle*);	IMenuItem
virtual IEntryField & **setStyle** (unsigned long *style*);	IEntryField
virtual IWindow & **setStyle** (unsigned long *style*);	IWindow
virtual IMenu & **setSubMenu** (unsigned long *itemId*, const IResourceId &*subMenuResId*);	IMenu
IMenuItem & **setSubMenuHandle** (const IWindowHandle &*menuHandle*);	IMenuItem
IMultiLineEdit & **setTab** (unsigned long *tabPixelInterval*);	IMultiLineEdit
virtual INotebook::PageSettings & **setTabBitmap** (const IBitmapHandle &*bitmap*);	INotebook::PageSettings
virtual INotebook & **setTabBitmap** (const IPageHandle &*referencePage*, const IBitmapHandle &*bitmap*);	INotebook
virtual INotebook & **setTabBitmap** (const IPageHandle &*referencePage*, const IResourceId &*resourceId*);	INotebook
virtual INotebook::PageSettings & **setTabBitmap** (const IResourceId &*resourceId*);	INotebook::PageSettings
virtual INotebook & **setTabShape** (TabShape *tabShape*);	INotebook
virtual INotebook::PageSettings & **setTabText** (const char **tabText*);	INotebook::PageSettings
virtual INotebook & **setTabText** (const IPageHandle &*referencePage*, const char **tabText*);	INotebook
virtual INotebook & **setTabText** (const IPageHandle &*referencePage*, const IResourceId &*resourceId*);	INotebook
virtual INotebook::PageSettings & **setTabText** (const IResourceId &*resourceId*);	INotebook::PageSettings
virtual INotebook & **setTabTextAlignment** (TextAlignment *alignment*);	INotebook
IMultiLineEdit & **setText** (char **buffer*, unsigned long *bufferSize* =);	IMultiLineEdit
IException & **setText** (const char **errorText*);	IException
IMenuItem & **setText** (const char **newText*);	IMenuItem
IMultiLineEdit & **setText** (const char **text*);	IMultiLineEdit
virtual ISetCanvas & **setText** (const char **text*);	ISetCanvas
virtual ITextControl & **setText** (const char **text*);	ITextControl
IMultiLineEdit & **setText** (const IResourceId &*text*);	IMultiLineEdit
virtual ISetCanvas & **setText** (const IResourceId &*text*);	ISetCanvas
virtual ITextControl & **setText** (const IResourceId &*text*);	ITextControl
IMenuItem & **setText** (const IResourceId &*textResId*);	IMenuItem
virtual IMenu & **setText** (unsigned long *menuItemId*, const char **newText*);	IMenu
virtual ISubMenu & **setText** (unsigned long *menuItemId*, const char **newText*);	ISubMenu

User Interface Library - Other Member Functions

Member Function	Class
virtual IMenu & **setText** (unsigned long *menuItemId*, const IResourceId &*newTextResId*);	IMenu
virtual ISubMenu & **setText** (unsigned long *menuItemId*, const IResourceId &*newTextResId*);	ISubMenu
IProgressIndicator & **setTickLength** (unsigned long *length*);	IProgressIndicator
IProgressIndicator & **setTickLength** (unsigned long *tickNumber*, unsigned long *length*);	IProgressIndicator
IProgressIndicator & **setTicks** (Scale *scale*, unsigned long *numberOfTicks*, unsigned long *tickSpacing* =);	IProgressIndicator
IProgressIndicator & **setTicks** (unsigned long *scale1NumberOfTicks*, unsigned long *scale2NumberOfTicks*, unsigned long *scale1TickSpacing* = , unsigned long *scale2TickSpacing* =);	IProgressIndicator
IProgressIndicator & **setTickText** (unsigned long *tickNumber*, const char *text*);	IProgressIndicator
IProgressIndicator & **setTickText** (unsigned long *tickNumber*, const IResourceId &*textResId*);	IProgressIndicator
Settings & **setTitle** (char *newTitle*);	IFileDialog::Settings
IMessageBox & **setTitle** (const char *aTitle*);	IMessageBox
IContainerControl & **setTitle** (const char *title*);	IContainerControl
IHelpWindow & **setTitle** (const char *titleText*);	IHelpWindow
Settings & **setTitle** (const char *titleText*);	IFontDialog::Settings, IHelpWindow::Settings
IMessageBox & **setTitle** (const IResourceId &*aTitle*);	IMessageBox
Settings & **setTitle** (const IResourceId &*resId*);	IFileDialog::Settings, IFontDialog::Settings, IHelpWindow::Settings
IContainerControl & **setTitle** (const IResourceId &*resourceId*);	IContainerControl
IHelpWindow & **setTitle** (const IResourceId &*titleId*);	IHelpWindow
IContainerControl & **setTitleAlignment** (TitleAlignment *alignment* = centered);	IContainerControl
virtual IContainerColumn & **setTitleAttributes** (unsigned long *titleAttributes*);	IContainerColumn
ITitle & **setTitleText** (const char *objectName*, const char *viewName* = , unsigned long *viewNum* =);	ITitle
ITitle & **setTitleText** (const IResourceId &*objectNameResId*, const IResourceId &*viewNameResId* = , unsigned long *viewNum* =);	ITitle
Boolean **setToFirst** ( );	IComboBox::Cursor, IListBox::Cursor, IMenu::Cursor, IProfile::Cursor, ISpinButton::Cursor, ISubMenu::Cursor
virtual Boolean **setToFirst** ( );	IContainerControl::ColumnCursor, IContainerControl::ObjectCursor, IContainerControl::TextCursor, INotebook::Cursor, IWindow::ChildCursor
Boolean **setToIndex** (unsigned long *index*);	IComboBox::Cursor, IListBox::Cursor

User Interface Library - Other Member Functions

Member Function	Class
`Boolean` **setToLast** `( );`	IComboBox::Cursor, IListBox::Cursor, IMenu::Cursor, IProfile::Cursor, ISpinButton::Cursor, ISubMenu::Cursor
`virtual Boolean` **setToLast** `( );`	IContainerControl::ColumnCursor, IContainerControl::ObjectCursor, IContainerControl::TextCursor, INotebook::Cursor
`Boolean` **setToNext** `( );`	IComboBox::Cursor, IListBox::Cursor, IMenu::Cursor, IProfile::Cursor, ISpinButton::Cursor, ISubMenu::Cursor
`virtual Boolean` **setToNext** `( );`	IContainerControl::ColumnCursor, IContainerControl::ObjectCursor, IContainerControl::TextCursor, INotebook::Cursor, IWindow::ChildCursor
`IComboBox &` **setTop** `( unsigned long` *index* `);`	IComboBox
`IListBox &` **setTop** `( unsigned long` *index* `);`	IListBox
`IMultiLineEdit &` **setTop** `( unsigned long` *lineNumber* `);`	IMultiLineEdit
`IViewPort &` **setTopLeftViewPoint** `( const IPoint &`*topLeft* `);`	IViewPort
`Boolean` **setToPrevious** `( );`	IComboBox::Cursor, IListBox::Cursor, IMenu::Cursor, IProfile::Cursor, ISpinButton::Cursor, ISubMenu::Cursor
`virtual Boolean` **setToPrevious** `( );`	IContainerControl::ColumnCursor, IContainerControl::ObjectCursor, IContainerControl::TextCursor, INotebook::Cursor
`static void` **setTraceFunction** `( IException::TraceFn &`*traceFunction* `);`	IException
`virtual IContainerControl &` **setTreeExpandIconSize** `( const ISize &`*sizeIcon* `);`	IContainerControl
`virtual IContainerControl &` **setTreeItemIcons** `( const IPointerHandle &`*expanded*`, const IPointerHandle &`*collapsed* `);`	IContainerControl
`virtual IContainerControl &` **setTreeItemIcons** `( const IResourceId &`*expanded*`, const IResourceId &`*collapsed* `);`	IContainerControl
`virtual IContainerControl &` **setTreeViewIndent** `( long` *indentPixels* `= -1 );`	IContainerControl
`Settings &` **setTutorial** `( const char *`*tutorial* `);`	IHelpWindow::Settings
`IFont &` **setUnderscore** `( Boolean` *underscore* `= true );`	IFont
`IRange &` **setUpperBound** `( Coord` *upper* `);`	IRange
`IViewPort &` **setupScrollBars** `( );`	IViewPort
`virtual INotebook &` **setUserData** `( const IPageHandle &`*referencePage*`, unsigned long` *userData* `);`	INotebook
`virtual INotebook::PageSettings &` **setUserData** `( unsigned long` *userData* `);`	INotebook::PageSettings

User Interface Library - Other Member Functions

Member Function	Class
virtual ICurrentApplication & **setUserResourceLibrary** (const char *_resLibName_);	ICurrentApplication
IHelpWindow & **setUsingHelp** (unsigned long _helpId_);	IHelpWindow
Settings & **setUsingHelp** (unsigned long _helpId_);	IHelpWindow::Settings
IBitFlag & **setValue** (unsigned long _value_);	IBitFlag
IMenu & **setVerticalFlip** (Boolean _flip_ = true);	IMenu
ITitle & **setViewNum** (unsigned long _viewNum_);	ITitle
ITitle & **setViewText** (const char *_viewName_);	ITitle
ITitle & **setViewText** (const IResourceId &_viewNameResId_);	ITitle
virtual IViewPort & **setViewWindowSize** (const ISize &_size_);	IViewPort
IScrollBar & **setVisibleCount** (unsigned long _scrollableRangeUnits_);	IScrollBar
ISize & **setWidth** (Coord _cx_);	ISize
virtual INotebook & **setWindow** (const Cursor &_cursor_, IWindow *_window_ =);	INotebook
virtual INotebook & **setWindow** (const IPageHandle &_referencePage_, IWindow *_window_ =);	INotebook
IWindow & **setWindowData** (long _index_, unsigned long _ulong_);	IWindow
IWindow & **setWindowData** (long _index_, unsigned short _ushort_);	IWindow
Boolean **setWindowFont** (IWindow *_window_) const;	IFont
virtual IThread & **setWindowList** (IWindowList *_list_);	IThread
IPoint & **setX** (Coord _X_);	IPoint
IPoint & **setY** (Coord _Y_);	IPoint
IPoint **shaftPosition** ( ) const;	IProgressIndicator
ISize **shaftSize** ( ) const;	IProgressIndicator
virtual IFrameWindow & **shareParentDBCSStatus** ( );	IFrameWindow
virtual IContainerObject & **show** (Boolean _show_ = true, IContainerControl *_container_ =);	IContainerObject
virtual IWindow & **show** (Boolean _showWindow_ = true);	IWindow
virtual IContainerColumn & **show** (Boolean _visible_ = true);	IContainerColumn
IMessageBox::Response **show** (const char *_aMessage_, Severity _aSeverity_, unsigned long _aHelpId_ =);	IMessageBox
IMessageBox::Response **show** (const char *_aMessage_, Style _aStyle_, unsigned long _aHelpId_ =);	IMessageBox
IHelpWindow & **show** (const char *_panelName_);	IHelpWindow
IMessageBox::Response **show** (const IErrorInfo &_aError_, unsigned long _aHelpId_ =);	IMessageBox
IMessageBox::Response **show** (const IException &_aException_, unsigned long _aHelpId_ =);	IMessageBox
IPopUpMenu & **show** (const IPoint &_atLocation_);	IPopUpMenu
IMessageBox::Response **show** (const IResourceId &_aResId_, Severity _aSeverity_, unsigned long _aHelpId_ =);	IMessageBox
IHelpWindow & **show** (const IResourceId &_panelId_);	IHelpWindow

User Interface Library - Other Member Functions

Member Function	Class
`IMessageBox::Response` **show** `( const IResourceId &`*resId*`, Style` *aStyle*`, unsigned long` *aHelpId* `= );`	IMessageBox
`IHelpWindow &` **show** `( HelpType` *helpType* `);`	IHelpWindow
`virtual Boolean` **showContents** `( IHelpNotifyEvent &`*notifyEvent* `);`	IHelpHandler
`virtual Boolean` **showCoverpage** `( IHelpNotifyEvent &`*notifyEvent* `);`	IHelpHandler
`IContainerControl &` **showDetailsView** `( );`	IContainerControl
`IContainerControl &` **showDetailsViewTitles** `( Boolean` *show* `= true );`	IContainerControl
`IContainerControl &` **showFlowedNameView** `( );`	IContainerControl
`IContainerControl &` **showFlowedTextView** `( );`	IContainerControl
`virtual Boolean` **showHistory** `( IHelpNotifyEvent &`*notifyEvent* `);`	IHelpHandler
`IContainerControl &` **showIconView** `( );`	IContainerControl
`virtual Boolean` **showIndex** `( IHelpNotifyEvent &`*notifyEvent* `);`	IHelpHandler
`IComboBox &` **showList** `( Boolean` *show* `= true );`	IComboBox
`virtual unsigned long` **showModally** `( );`	IFrameWindow
`IContainerControl &` **showNameView** `( );`	IContainerControl
`IContainerControl &` **showObject** `( IContainerObject *`*object*`, Boolean` *visible* `= true );`	IContainerControl
`virtual Boolean` **showPage** `( IHelpNotifyEvent &`*notifyEvent* `);`	IHelpHandler
`IHelpWindow &` **showPanelIds** `( Boolean` *visibleId* `= true );`	IHelpWindow
`virtual Boolean` **showSearchList** `( IHelpNotifyEvent &`*notifyEvent* `);`	IHelpHandler
`virtual IContainerColumn &` **showSeparators** `( const DataStyle &`*separatorStyles* `= horizontalSeparator | verticalSeparator`	IContainerColumn
`virtual IWindow &` **showSourceEmphasis** `( Boolean` *show* `= true );`	IWindow
`IContainerControl &` **showSourceEmphasis** `( Boolean` *source* `= true );`	IContainerControl
`IContainerControl &` **showSourceEmphasis** `( IContainerObject *`*object*`, Boolean` *source* `= true );`	IContainerControl
`virtual IContainerControl &` **showSplitBar** `( Boolean` *Show* `= true );`	IContainerControl
`IContainerControl &` **showTextView** `( );`	IContainerControl
`IContainerControl &` **showTitle** `( Boolean` *show* `= true );`	IContainerControl
`IContainerControl &` **showTitleSeparator** `( Boolean` *show* `= true );`	IContainerControl
`IContainerControl &` **showTreeIconView** `( );`	IContainerControl
`virtual IContainerControl &` **showTreeLine** `( long` *treeLinePixelWidth* `= -1 );`	IContainerControl
`IContainerControl &` **showTreeNameView** `( );`	IContainerControl
`IContainerControl &` **showTreeTextView** `( );`	IContainerControl
`virtual Boolean` **showTutorial** `( IHelpTutorialEvent &`*tutorialEvent* `);`	IHelpHandler
`IRectangle &` **shrinkBy** `( const IPair &`*aPair* `);`	IRectangle
`IRectangle &` **shrinkBy** `( Coord` *coord* `);`	IRectangle
`IRectangle` **shrunkBy** `( const IPair &`*aPair* `) const;`	IRectangle
`IRectangle` **shrunkBy** `( Coord` *coord* `) const;`	IRectangle
`ISize` **size** `( ) const;`	IRectangle, ISWP, IWindow

User Interface Library - Other Member Functions

Member Function	Class
`unsigned` **size** `( ) const;`	IString, ISWPArray
`IRectangle &` **sizeBy** `( const IPair &`*aPair*`);`	IRectangle
`IRectangle &` **sizeBy** `( Coord` *factor* `);`	IRectangle
`IRectangle &` **sizeBy** `( double` *factor* `);`	IRectangle
`IRectangle &` **sizeBy** `( double` *xfact*`, double` *yfact* `);`	IRectangle
`IRectangle` **sizedBy** `( const IPair &`*aPair* `) const;`	IRectangle
`IRectangle` **sizedBy** `( Coord` *factor* `) const;`	IRectangle
`IRectangle` **sizedBy** `( double` *factor* `) const;`	IRectangle
`IRectangle` **sizedBy** `( double` *xfact*`, double` *yfact* `) const;`	IRectangle
`IRectangle` **sizedTo** `( const IPair &`*aPair* `) const;`	IRectangle
`IRectangle &` **sizeTo** `( const IPair &`*aPair* `);`	IRectangle
`IHelpWindow &` **sizeTo** `( const ISize &`*aSize* `);`	IHelpWindow
`ISize` **sizeTo** `( const ISize &`*baseSize* `) const;`	IFrameExtension
`virtual IWindow &` **sizeTo** `( const ISize &`*newSize* `);`	IWindow
`virtual ICurrentThread &` **sleep** `( unsigned long` *msecs* `);`	ICurrentThread
`IContainerControl &` **sort** `( const IContainerControl::CompareFn &`*sortObject* `);`	IContainerControl
`IContainerControl &` **sortByIconText** `( Boolean` *ascending* `= true );`	IContainerControl
`Source` **source** `( ) const;`	ICommandEvent
`Source` **sourceOfEnd** `( ) const;`	IDDEEndEvent
`static IString` **space** `( const IString &`*aString*`, unsigned` *numSpaces* `= 1, char` *spaceChar* `= ' ' );`	IString
`IString &` **space** `( unsigned` *numSpaces* `= 1, char` *spaceChar* `= ' ' );`	IString
`ISpinButton &` **spinDown** `( unsigned long` *spinBy* `= 1 );`	ISpinButton
`virtual Boolean` **spinEnded** `( IControlEvent &`*event* `);`	ISpinHandler
`ISpinButton &` **spinTo** `( const Cursor &`*cursor* `);`	ISpinButton
`ISpinButton &` **spinTo** `( long` *aValue* `);`	ISpinButton
`ISpinButton &` **spinUp** `( unsigned long` *spinBy* `= 1 );`	ISpinButton
`unsigned long` **splitBarThickness** `( SplitBarArea` *value* `);`	ISplitCanvas
`unsigned long` **splitWindowPercentage** `( IWindow *`*window* `);`	ISplitCanvas
`virtual unsigned long` **stackSize** `( ) const;`	IThread
`void` **start** `( const IReference < IThreadFn > &`*aFnObjRef*`, Boolean` *autoInitPM* `= IThread::defaultAutoInitPM ( ) );`	IThread
`IFrameWindow &` **start** `( const IWindowHandle &`*hwnd* `);`	IFrameWindow
`void` **start** `( OptlinkFnPtr` *pfn*`, void *`*anArg*`, Boolean` *autoInitPM* `= IThread::defaultAutoInitPM ( ) );`	IThread
`void` **start** `( SystemFnPtr` *pfn*`, unsigned long` *anArg*`, Boolean` *autoInitPM* `= IThread::defaultAutoInitPM ( ) );`	IThread
`unsigned` **startBackwardsSearch** `( unsigned` *startPos*`, unsigned` *searchLen* `) const;`	IDBCSBuffer
`virtual unsigned` **startBackwardsSearch** `( unsigned` *startPos*`, unsigned` *searchLen* `)`	IBuffer;

User Interface Library - Other Member Functions

Member Function	Class
virtual IStartedThread * **startedThread** ( ) const;	ICurrentThread, IThread
IWindow & **startHandlingEvent** (const IWindowHandle &*windowHandle*);	IWindow
unsigned **startSearch** (unsigned *startPos*, unsigned *searchLen*) const;	IDBCSBuffer
virtual unsigned **startSearch** (unsigned *startPos*, unsigned *searchLen*) const;	IBuffer
unsigned short **status** ( ) const;	IDDEEvent
virtual IString **statusText** ( ) const;	INotebook::PageSettings
virtual TextAlignment **statusTextAlignment** ( ) const;	INotebook
virtual void **stop** ( );	IThread
virtual ICnrDrawHandler & **stopHandlingEventsFor** (IContainerControl **container*);	ICnrDrawHandler
virtual ICnrEditHandler & **stopHandlingEventsFor** (IContainerControl **container*);	ICnrEditHandler
virtual ICnrHandler & **stopHandlingEventsFor** (IContainerControl **container*);	ICnrHandler
virtual ICnrMenuHandler & **stopHandlingEventsFor** (IContainerControl **container*);	ICnrMenuHandler
virtual IHelpHandler & **stopHandlingEventsFor** (IFrameWindow **applicationWindow*);	IHelpHandler
virtual IInfoArea & **stopHandlingEventsFor** (IFrameWindow **frame*);	IInfoArea
virtual IHandler & **stopHandlingEventsFor** (IWindow **window*);	IHandler
virtual IThread & **stopProcessingMsgs** ( );	IThread
virtual long **stringTableOffset** ( ) const;	IInfoArea
IString & **strip** ( );	IString
IString & **strip** (char *aCharacter*);	IString
IString & **strip** (const char **p*, unsigned *len*, IStringEnum::StripMode *mode*);	IString
IBuffer * **strip** (const char **pChars*, unsigned *len*, IStringEnum::StripMode *mode*);	IDBCSBuffer
virtual IBuffer * **strip** (const char **pChars*, unsigned *len*, IStringEnum::StripMode *mode*);	IBuffer
IString & **strip** (const char **pString*);	IString
IString & **strip** (const IString &*aString*);	IString
static IString **strip** (const IString &*aString*, char *aChar*);	IString
static IString **strip** (const IString &*aString*, const char **pStringOfChars*);	IString
static IString **strip** (const IString &*aString*, const IString &*aStringOfChars*);	IString
static IString **strip** (const IString &*aString*, const IStringTest &*aTest*);	IString
IString & **strip** (const IStringTest &*aTest*);	IString
IBuffer * **strip** (const IStringTest &*aTest*, IStringEnum::StripMode *mode*);	IDBCSBuffer
IString & **strip** (const IStringTest &*aTest*, IStringEnum::StripMode *mode*);	IString
virtual IBuffer * **strip** (const IStringTest &*aTest*, IStringEnum::StripMode *mode*);	IBuffer
static IString **stripBlanks** (const IString &*aString*);	IString
IString & **stripLeading** ( );	IString
IString & **stripLeading** (char *aCharacter*);	IString
IString & **stripLeading** (const char **pString*);	IString
IString & **stripLeading** (const IString &*aString*);	IString

User Interface Library - Other Member Functions

Member Function	Class
`static IString` **stripLeading** `( const IString &`*aString*`, char` *aChar* `);`	IString
`static IString` **stripLeading** `( const IString &`*aString*`, const char *`*pStringOfChars* `);`	IString
`static IString` **stripLeading** `( const IString &`*aString*`, const IString &`*aStringOfChars* `);`	IString
`static IString` **stripLeading** `( const IString &`*aString*`, const IStringTest &`*aTest* `);`	IString
`IString &` **stripLeading** `( const IStringTest &`*aTest* `);`	IString
`static IString` **stripLeadingBlanks** `( const IString &`*aString* `);`	IString
`IString &` **stripTrailing** `( );`	IString
`IString &` **stripTrailing** `( char` *aCharacter* `);`	IString
`IString &` **stripTrailing** `( const char *`*pString* `);`	IString
`IString &` **stripTrailing** `( const IString &`*aString* `);`	IString
`static IString` **stripTrailing** `( const IString &`*aString*`, char` *aChar* `);`	IString
`static IString` **stripTrailing** `( const IString &`*aString*`, const char *`*pStringOfChars* `);`	IString
`static IString` **stripTrailing** `( const IString &`*aString*`, const IString &`*aStringOfChars* `);`	IString
`static IString` **stripTrailing** `( const IString &`*aString*`, const IStringTest &`*aTest* `);`	IString
`IString &` **stripTrailing** `( const IStringTest &`*aTest* `);`	IString
`static IString` **stripTrailingBlanks** `( const IString &`*aString* `);`	IString
`unsigned long` **style** `( ) const;`	IMenuItem, IWindow
`static unsigned long` **styleFrom** `( const Style &`*style* `);`	IFrameWindow
`virtual Boolean` **subitemNotFound** `( IHelpSubItemNotFoundEvent &`*event* `);`	IHelpHandler
`IWindowHandle` **subMenuHandle** `( ) const;`	IMenuItem
`ISize` **subscriptOffset** `( ) const;`	IFont
`ISize` **subscriptSize** `( ) const;`	IFont
`IString` **subString** `( unsigned` *startPos* `) const;`	IString
`I String` **subString** `( unsigned` *startPos* `) const;`	I String
`IBuffer *` **subString** `( unsigned` *startPos*`, unsigned` *len*`, char` *padCharacter* `) const;`	IDBCSBuffer
`virtual IBuffer *` **subString** `( unsigned` *startPos*`, unsigned` *len*`, char` *padCharacter* `) const;`	IBuffer
`I String` **subString** `( unsigned` *startPos*`, unsigned` *len*`, char` *padCharacter* `= ' ' ) const;`	IString
`IString` **subString** `( unsigned` *startPos*`, unsigned` *length*`, char` *padCharacter* `= ' ' ) const;`	IString
`unsigned long` **subtopicId** `( ) const;`	IHelpSubItemNotFoundEvent
`ISize` **superscriptOffset** `( ) const;`	IFont
`ISize` **superscriptSize** `( ) const;`	IFont
`virtual IDDEClientConversation &` **supportedTopics** `( IDDEActiveServerSet &`*activeServerSet*`, const char *`*applicationName* `= );`	IDDEClientConversation
`virtual IDDEClientConversation &` **supportingApplications** `( IDDEActiveServerSet &`*activeServerSet*`, const char *`*topicName* `);`	IDDEClientConversation
`virtual void` **suspend** `( );`	ICurrentThread, IThread

User Interface Library - Other Member Functions

Member Function	Class
virtual Boolean **swapPage** (IHelpNotifyEvent &*notifyEvent*);	IHelpHandler
ISWP * **swpArray** ( ) const;	IFrameFormatEvent
virtual Boolean **systemCommand** (ICommandEvent &*event*);	ICommandHandler
static IProfile **systemProfile** ( );	IProfile
static unsigned long **systemScrollBarWidth** (Boolean *verticalScrollBar* = true);	IScrollBar
static unsigned long **systemScrollBoxLength** (Boolean *verticalScrollBar* = true);	IScrollBar
static unsigned long **systemScrollButtonLength** (Boolean *verticalScrollBar* = true);	IScrollBar
IBitmapHandle **tabBitmap** ( ) const;	IPageRemoveEvent
virtual IBitmapHandle **tabBitmap** ( ) const;	INotebook::PageSettings
virtual TabShape **tabShape** ( ) const;	INotebook
virtual IString **tabText** ( ) const;	INotebook::PageSettings
virtual TextAlignment **tabTextAlignment** ( ) const;	INotebook
virtual void **terminate** ( );	IException
virtual void **terminatePM** ( );	ICurrentThread
virtual Boolean **test** (int *c*) const;	IStringTest, IStringTestMemberFn
const char * **text** ( ) const;	IMessageText
IString **text** ( ) const;	IMenuItem, IMultiLineEdit
virtual const char * **text** ( ) const;	IErrorInfo, IGUIErrorInfo, ISystemErrorInfo
virtual IString **text** ( ) const;	ISetCanvas, ITextControl
const char * **text** (unsigned long *indexFromTop* =) const;	IException
IString **text** (unsigned long *lineNumber*) const;	IMultiLineEdit
unsigned long **textCount** ( ) const;	IException
virtual unsigned long **textLength** ( ) const;	IMultiLineEdit, ITextControl
unsigned long **textLines** (const char **text*, unsigned long *lineWidth*) const;	IFont
IRectangle **textRectangle** (const IContainerObject **object*) const;	IContainerControl
char ** **textRef** ( );	ICnrEditEvent
unsigned long **textSize** ( ) const;	ICnrEditEvent
unsigned long **textWidth** (const char **text*) const;	IFont
static unsigned long **threadId** ( );	ITrace
static void **throwGUIError** (const char **functionName*, IExceptionLocation *location*, IErrorInfo::ExceptionType *name* = accessError, IException::Severity *severity* = recoverable);	IGUIErrorInfo
static void **throwSystemError** (unsigned long *systemErrorId*, const char **functionName*, IExceptionLocation *location*, IErrorInfo::ExceptionType *name* = accessError, IException::Severity *severity* = recoverable);	ISystemErrorInfo
unsigned long **tickLength** (unsigned long *tickNumber*) const;	IProgressIndicator
IPoint **tickPosition** (unsigned long *tickNumber*) const;	IProgressIndicator
unsigned long **tickSpacing** (Scale *scale*) const;	IProgressIndicator

User Interface Library - Other Member Functions

Member Function	Class
IString **tickText** (unsigned long *tickNumber*) const;	IProgressIndicator
IString **title** ( ) const;	IContainerControl
virtual unsigned long **titleAttributes** ( ) const;	IContainerColumn
static IDate **today** ( );	IDate
Coord **top** ( ) const;	IRectangle
unsigned long **top** ( ) const;	IComboBox, IListBox, IMultiLineEdit
IPoint **topCenter** ( ) const;	IRectangle
IString **topic** ( ) const;	IDDEActiveServer, IDDEBeginEvent, IDDEClientConversation, IDDEClientEndEvent, IDDETopicServer
unsigned long **topicId** ( ) const;	IHelpSubItemNotFoundEvent
IPoint **topLeft** ( ) const;	IRectangle
IPoint **topLeftViewPoint** ( ) const;	IViewPort
virtual IPageHandle **topPage** ( ) const;	INotebook
IPoint **topRight** ( ) const;	IRectangle
virtual unsigned long **totalPages** ( ) const;	INotebook
static ITrace::Destination **traceDestination** ( );	ITrace
unsigned short **transactionType** ( ) const;	IDDEAcknowledgeEvent
IString & **translate** (const char **pInputChars*, const char **pOutputChars*, char *padCharacter* = ' ');	IString
IString & **translate** (const char **pInputChars*, const IString &*outputChars*, char *padCharacter* = ' ');	IString
IBuffer * **translate** (const char **pInputChars*, unsigned *inputLen*, const char **pOutputChars*, unsigned *outputLen*, char *padCharacter*);	IDBCSBuffer
IString & **translate** (const char **pInputChars*, unsigned *inputLen*, const char **pOutputChars*, unsigned *outputLen*, char *padCharacter*);	IString
virtual IBuffer * **translate** (const char **pInputChars*, unsigned *inputLen*, const char **pOutputChars*, unsigned *outputLen*, char *padCharacter*);	IBuffer
static IString **translate** (const IString &*aString*, const char **pInputChars*, const char **pOutputChars*, char *padCharacter* = ' ');	IString
static IString **translate** (const IString &*aString*, const char **pInputChars*, const IString &*outputChars*, char *padCharacter* = ' ');	IString
static IString **translate** (const IString &*aString*, const IString &*inputChars*, const char **pOutputChars*, char *padCharacter* = ' ');	IString
static IString **translate** (const IString &*aString*, const IString &*inputChars*, const IString &*outputChars*, char *padCharacter* = ' ');	IString
IString & **translate** (const IString &*inputChars*, const char **pOutputChars*, char *padCharacter* = ' ');	IString
IString & **translate** (const IString &*inputChars*, const IString &*outputChars*, char *padCharacter* = ' ');	IString
IPair & **transpose** ( );	IPair

User Interface Library - Other Member Functions

Member Function	Class
`friend IPair` **transpose** `( const IPair &`*aPair* `);`	IPair
`virtual Boolean` **treeCollapsed** `( IContainerObject *`*collapsedObject*`, IContainerControl *`*container* `);`	ICnrHandler
`virtual Boolean` **treeExpanded** `( IContainerObject *`*expandedObject*`, IContainerControl *`*container* `);`	ICnrHandler
`IFrameWindow &` **tryToLoadDialog** `( const IResourceId &`*resId*`, IWindow *`*parent* `= IWindow *`*owner* `= );`	↧FrameWindow
`virtual INotebook &` **turnToPage** `( const Cursor &`*cursor* `);`	INotebook
`virtual INotebook &` **turnToPage** `( const IPageHandle &`*page* `);`	INotebook
`IString` **tutorialName** `( ) const;`	IHelpTutorialEvent
`ControlType` **type** `( ) const;`	IComboBox
`Type` **type** `( ) const;`	IFrameExtension
`virtual IMenu &` **uncheckItem** `( unsigned long` *itemId* `);`	IMenu
`virtual ISubMenu &` **uncheckItem** `( unsigned long` *itemId* `);`	ISubMenu
`IMultiLineEdit &` **undo** `( );`	IMultiLineEdit
`ISubMenu &` **undo** `( );`	ISubMenu
`virtual IButton &` **unhighlight** `( );`	IButton
`virtual Boolean` **unhighlight** `( IListBoxDrawItemEvent &`*event* `);`	IListBoxDrawItemHandler
`virtual Boolean` **unhighlight** `( IMenuDrawItemEvent &`*event* `);`	IMenuDrawItemHandler
`IResource &` **unlock** `( );`	IResource
`IAccelerator &` **unset** `( );`	IAccelerator
`virtual IFrameWindow &` **update** `( );`	IFrameWindow
`Coord` **upperBound** `( ) const;`	IRange
`IBuffer *` **upperCase** `( );`	IDBCSBuffer
`IString &` **upperCase** `( );`	IString
`virtual IBuffer *` **upperCase** `( );`	IBuffer
`static IString` **upperCase** `( const IString &`*aString* `);`	IString
`IFont &` **useBitmapOnly** `( Boolean` *fDoIt* `= true );`	IFont
`unsigned` **useCount** `( ) const;`	IBuffer
`unsigned long` **useCount** `( ) const;`	IContainerObject
`IFont &` **useNonPropOnly** `( Boolean` *fDoIt* `= true );`	IFont
`virtual unsigned long` **userData** `( ) const;`	INotebook::PageSettings
`static IProfile` **userProfile** `( );`	IProfile
`virtual IResourceLibrary &` **userResourceLibrary** `( ) const;`	ICurrentApplication
`IFont &` **useVectorOnly** `( Boolean` *fDoIt* `= true );`	IFont
`IRectangle &` **validate** `( );`	IRectangle
`virtual Boolean` **validate** `( IFileDialogEvent &`*filevt* `);`	IFileDialogHandler
`Boolean` **validObject** `( ) const;`	ICnrEnterEvent
`IColor::Color` **value** `( ) const;`	IColor

User Interface Library - Other Member Functions

Member Function	Class
`IScrollBar * verticalScrollBar ( ) const;`	IViewPort
`IWindowHandle viewedPagesWindow ( ) const;`	IHelpWindow
`unsigned long viewNum ( ) const;`	ITitle
`IRectangle viewportOnWindow ( ) const;`	IContainerControl
`IRectangle viewportOnWorkspace ( ) const;`	IContainerControl
`IString viewText ( ) const;`	ITitle
`virtual IWindowHandle viewWindow ( );`	IViewPort
`virtual IRectangle viewWindowDrawRectangle ( ) const;`	IViewPort
`virtual ISize viewWindowSize ( ) const;`	IViewPort
`VirtualKey virtualKey ( ) const;`	IKeyboardEvent
`virtual Boolean virtualKeyPress ( IKeyboardEvent &keyevt );`	IKeyboardHandler
`unsigned long visibleCount ( ) const;`	IScrollBar
`unsigned long visibleLines ( ) const;`	IMultiLineEdit
`virtual ICurrentThread & waitFor ( const IThread &anotherThread );`	ICurrentThread
`virtual ICurrentThread & waitForAllThreads ( );`	ICurrentThread
`virtual IThreadId waitForAnyThread ( );`	ICurrentThread
`Coord width ( ) const;`	IRectangle, ISize
`Boolean willDeleteColumnsOnClose ( ) const;`	IContainerControl
`Boolean willDeleteObjectsOnClose ( ) const;`	IContainerControl
`Boolean willDestroyOnClose ( ) const;`	IFrameWindow
`IWindow * window ( ) const;`	IEvent
`virtual IWindow * window ( const Cursor &cursor ) const;`	INotebook
`virtual IWindow * window ( const IPageHandle &page ) const;`	INotebook
`IWindowHandle windowHandle ( ) const;`	IHelpNotifyEvent, ISWP
`virtual IWindow * windowInCell ( unsigned long startingColumn, unsigned long startingRow ) const;`	IMultiCellCanvas
`virtual IWindowList * windowList ( ) const;`	IThread
`virtual Boolean windowResize ( IResizeEvent &event )= ;`	IResizeHandler
`virtual Boolean windowScrolled ( ICnrScrollEvent &event );`	ICnrHandler
`unsigned long windowULong ( long index ) const;`	IWindow
`unsigned short windowUShort ( long index ) const;`	IWindow
`static IWindow * windowWithHandle ( const IWindowHandle &windowHandle );`	IWindow
`static IWindow * windowWithId ( unsigned long id, const IWindow *owner );`	IWindow
`IString word ( unsigned wordNumber ) const;`	IString
`unsigned wordIndexOfPhrase ( const IString &aPhrase, unsigned startWord = 1 ) const;`	IString
`IString words ( unsigned firstWord ) const;`	IString
`IString words ( unsigned firstWord, unsigned numWords ) const;`	IString
`virtual void write ( const char *buffer )= ;`	IException::TraceFn

User Interface Library - Other Member Functions

Member Function	Class
`static void` **write** `( const char *`*text*`);`	ITrace
`static void` **write** `( const IString &`*text*`);`	ITrace
`static void` **writeFormattedString** `( const IString &`*string*`, char *`*marker*`);`	ITrace
`static void` **writeString** `( char *`*text*`);`	ITrace
`static void` **writeToQueue** `( );`	ITrace
`static void` **writeToStandardError** `( );`	ITrace
`static void` **writeToStandardOutput** `( );`	ITrace
`Coord` **x** `( ) const;`	IPoint
`long` **xHeight** `( ) const;`	IFontDialog
`IString &` **x2b** `( );`	IString
`static IString` **x2b** `( const IString &`*aString*`);`	IString
`IString &` **x2c** `( );`	IString
`static IString` **x2c** `( const IString &`*aString*`);`	IString
`IString &` **x2d** `( );`	IString
`static IString` **x2d** `( const IString &`*aString*`);`	IString
`Coord` **y** `( ) const;`	IPoint
`int` **year** `( ) const;`	IDate

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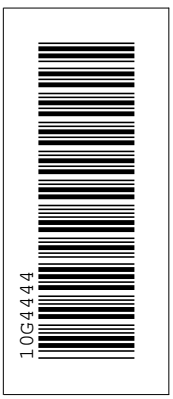
Part Number: 10G4444
Program Number: 10G2996
10G3293

Printed in U.S.A.



Headings

id	File	Page	References
NOTICES	CXXSNOT	v	Notices ii

Processing Options

Runtime values:

Document fileid	CXXSMAST SCRIPT
Document type	USERDOC
Document style	SDELIB
Profile	EDFPRF30
Service Level	0026
SCRIPT/VS Release	4.0.0
Date	93.05.10
Time	09:16:57
Device	PSA
Number of Passes	3
Index	NO
SYSVAR D	YES
SYSVAR G	INLINE
SYSVAR V	TORONTO
SYSVAR 1	OS2
SYSVAR 2	COS2
SYSVAR 3	GOOD
SYSVAR 4	PS

Formatting values used:

Annotation	NO
Cross reference listing	YES
Cross reference head prefix only	NO
Dialog	LABEL
Duplex	YES
DVCF conditions file	(none)
DVCF value 1	OS2
DVCF value 2	COS2
DVCF value 3	GOOD
DVCF value 4	PS
DVCF value 5	(none)
DVCF value 6	(none)
DVCF value 7	(none)
DVCF value 8	(none)
DVCF value 9	(none)
Explode	NO
Figure list on new page	YES
Figure/table number separation	YES
Folio-by-chapter	NO
Head 0 body text	(none)
Head 1 body text	(none)
Head 1 appendix text	Appendix
Hyphenation	NO
Justification	NO
Language	ENGL

Layout	OFF
Leader dots	YES
Master index	(none)
Partial TOC (maximum level)	4
Partial TOC (new page after)	INLINE
Print example id's	NO
Print cross reference page numbers	YES
Process value	(none)
Punctuation move characters	.,
Read cross-reference file	(none)
Running heading/footing rule	NONE
Show index entries	NO
Table of Contents (maximum level)	3
Table list on new page	YES
Title page (draft) alignment	RIGHT
Write cross-reference file	(none)

Imbed Trace

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Page 0	CXXSYM
Page i	CXXSEDN
Page iii	CXXSNOT
Page 3	TABLHDR
Page 3	CXXSCXCR
Page 3	TABLHDR
Page 3	CXXSCXOP
Page 4	TABLHDR
Page 4	CXXSCXAZ
Page 5	TABLHDR
Page 5	CXXSIOCR
Page 6	TABLHDR
Page 6	CXXSIODR
Page 7	TABLHDR
Page 7	CXXSIOOP
Page 8	TABLHDR
Page 8	CXXSIOAZ
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Page 13	CXXSTKCR
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Page 13	CXXSTKDR
Page 13	TABLHDR
Page 13	CXXSTKAZ
Page 17	TABLHDR
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Page 41 CXXSUISZ